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AMIGA FORMAT

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Full music software on disk

£4.50 ■ JULY 1995 ■ ISSUE 73

Dream Amiga

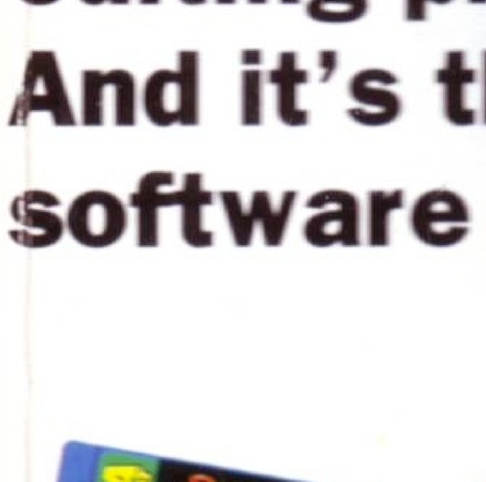
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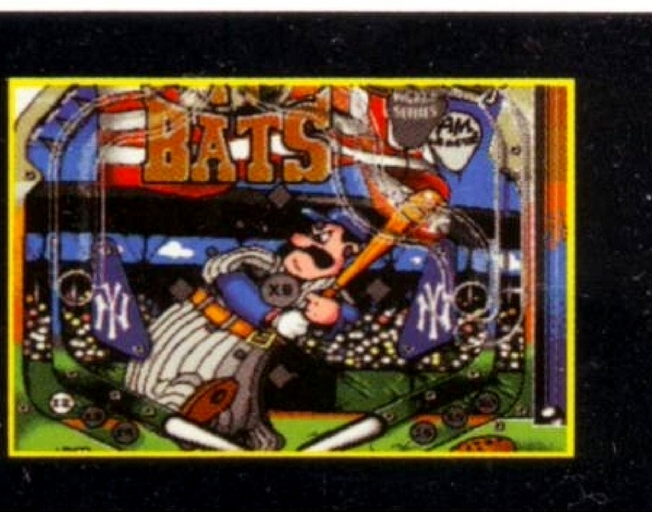
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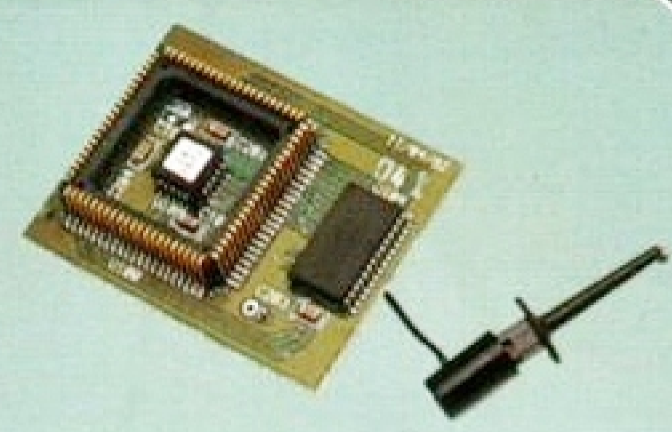
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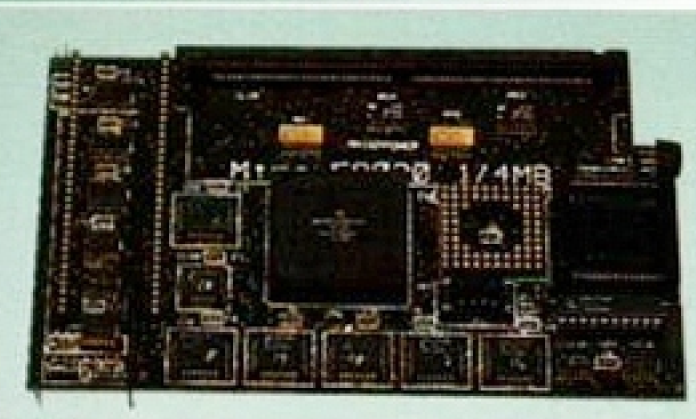
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AMIGA FORMAT

ISSUE 73 ■ JULY 1995

AMIGA NEWS



Escom are gearing up for the return of the Amiga with hundreds of new shops opening across Britain.

MAIN FEATURE



SERIOUSLY AMIGA

SCREEN PLAY



Every new Amiga game reviewed and rated!





Obsession (left): Is this new Swedish game a silver ball sensation? *F1WCE* (above): We take the latest version of Domark's racing classic for a spin.

Coverdisk A: Technosound Turbo 2 p140

Sample the delights of your superb Coverdisk and find out how to get started with *Technosound Turbo 2*. We give you the power to explore the amazing musical capabilities of your Amiga.





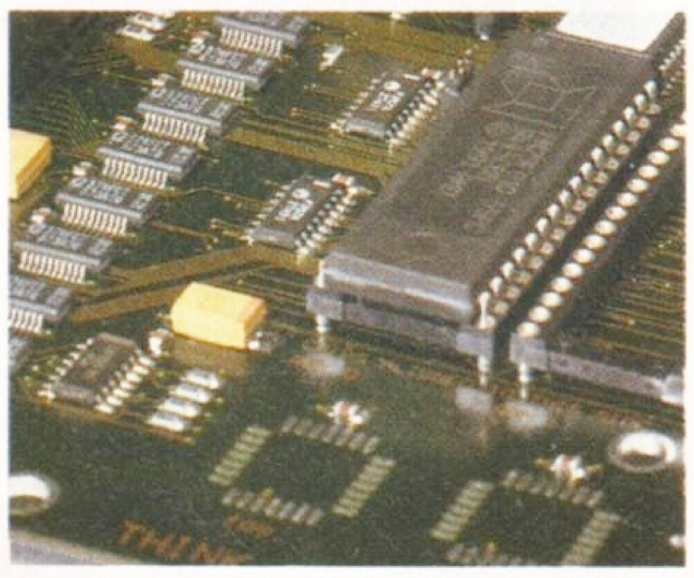
Coverdisk B: Sensible Golf p138

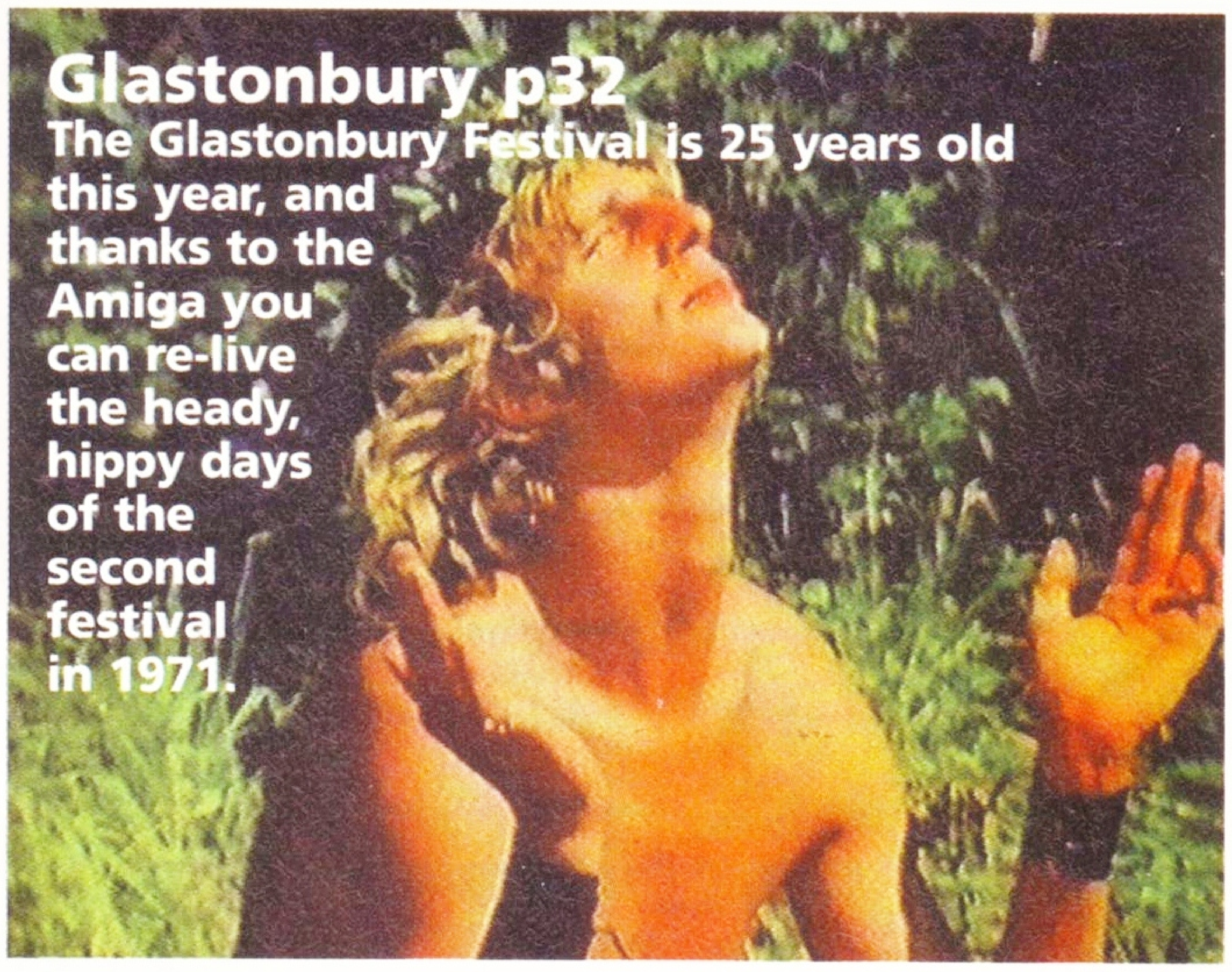
Get in the swing of Sensible's new, improved golf game. We give you the tips you need to get a fair way through our excellent five-hole demo set in the delightful surroundings of the Bath Waters course.



Processor Power p27

Find out what drives your Amiga. We lift the lid on the Central Processing Unit at the heart of your machine.





Glastonbury p32

The Glastonbury Festival is 25 years old this year, and thanks to the Amiga you can re-live the heady, hippy days of the second festival in 1971.

TUTORIALS

AF OFFERS

REGULARS



This Month In View

The man in the hotseat, Nick Veitch, brings you the low-down on another packed issue of the best Amiga mag.

AMIGA FORMAT 73 JULY 1995

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The swings and roundabouts of outrageous fortune, to mix something or others, have conspired against us to deprive you of any great Escom story this month, because they have decided to hold a press conference just a few days after this issue goes to press. We did manage to get to an earlier conference which dealt with Escom's takeover of the Rumbelows chain though, and although there wasn't anything much specific about the Amiga, there are still some interesting facts to note.

Perhaps the most interesting of those facts is that Manfred Schmitt, Escom's president, said that their lowest-priced PCs were around the £600 mark, and he saw "a position for the Amiga at a third of the price". A1200s at £199? It could make all the difference.

As to what new Amigas are to be developed, there are only scant details available so far. This month we have constructed our own future Amiga, although only metaphorically. The main feature is a combination of thoughts from the staff of *Amiga Format*, key industry figures and you, about what sort of machine Escom could possibly produce to regain the Amiga's crown as the home computer of choice.

But while Escom are wondering what to do, the rest of the Amiga world is buzzing along. On the games front, the war for the first real Amiga *Doom* clone is hotting up. Aside from Team 17's *Alien Breed 3D*, there are another two contenders, one of them from Mark Sibly of Acid Software. Steve Bradley has been venturing through darkened rooms with a sawn-off shotgun to bring you this month's previews.



Virocop has arrived too, just to prove that not everyone has abandoned the Amiga. A puzzle-cum-shoot-em-up set in a theme park is probably not the most bizarre plot Graftgold have given a game, but is it the best? It falls to that man Bradley again to fill us in on page 44.

If you get more joy from punishing a silver ball, the rather appropriately named *Obsession* could find a spot in your top 100. Although bringing nothing particularly new in the way of features to the pinball genre (when will someone do a proper video mode?), it is a competent production you'll probably enjoy.

Before we leave the games section, it is worth pointing out, in case you pass it by, that *UFO: Enemy Unknown* makes an appearance in the Re-releases section. The new version is all but the same as the original (although a bit harder it seemed to me), except it lacks the AGA graphics, and therefore will run comfortably on just about any Amiga. And top alien killing action it is too.

There is a graphic flavour in the air, as Mr Sandiford guides us through eight pages worth of art packages, scanners and image processors. *ImageFX 2* is hoping to bury the ghost of *ADPro* once and for all, with a whole host of added features, while Power Computing continue their campaign for ultimate dominance of the hand scanner market with their brand new 24-bit effort.

In addition we have a look at *HeliOS*, a generally little known development system that may have a lot to offer you. It is based on the *fig-FORTH* language, which is actually a better introduction to programming than most *BASICs*.

Bringing up the rear of the serious section there is a bit of a CD-fest. We have reviews of *CD-Write* – a new system which will enable Amiga owners with any CD device to try and run CD^{32} software. And of course, we have two pages of the latest, greatest silver platters.

Of course there is lots more besides, so I suppose I'd better be off now to make sure it all gets finished in time. Then I suppose we'll all have to get started on another issue of reviews, features, tips and tricks.

The Baguley Column



Cows. They sit in fields and chew grass. They chew grass and sit in fields. They stand in fields and chew grass that they've already chewed a few hours ago. They wander around fields and go Moo. After mooing they get into a bit of serious grass chewing. In fields.

What's this got to do with computers? Not a lot, but it is one of those clever little devices that us writers like to use to make you lot think that we are really cleverer than we are. Because, if you think about it, people are a bit like cows.

I don't mean in terms of the grass-chewing bit (although there are a few people I could mention who look somewhat cow-like when they get going with the chewing gum). I mean in another way – going around in a crowd. The next time you see some cows, look where they are standing. They may be in a field the size of Bill Gate's bank statement, but I'll bet that they will be standing (or sitting) in a group.

Of course, both people and cows are social animals, but sometimes this gets a bit over the top. For instance, look at the way that most kids think about buying a computer. "Mum," says little Johnny, "My mate Quentin has got a SuperSegaSony SaturnPlayMega64busdepot! Can I have one? Oh, go on, mum, please! You can get MortalClayStreet Punch up for it and you can play the evil and nasty mega bad guy Mr Major if you press AABBAABBCC and jump up and down a lot! Please, mum." And so on.

> If I was a cynical man I would suggest that his mate had offered to give him a load of dodgy games.

And why does little Johnny want his parents to spend all this money? Because his mate has got one. Now, if I was a cynical man I would suggest that his mate had offered to give him a load of dodgy copies of games, but I'm not so I won't. The real reason is simple: peer pressure. Cows wander around in a group because they don't like being on their own and most people buy a certain type of computer for similar reasons: because somebody they met down the pub said it was cool or because a so-called expert told them it was the thing to buy. A sound basis for sending hundreds of pounds? I'll let you decide.

Frankly, I'm surprised. I thought that last month's column might have stirred up a bit of controversy, but no. I wondered whether people should consider buying a new Amiga if it was manufactured in China, but the reaction to this piece so far has been zero. I got more reaction when I suggested that people should go out and hug trees.

Shortly after I'd written the piece there was some discussion about this precise issue in the Amiga conferences on CIX, so I'm obviously not completely alone in wondering about it. But the reaction from *Amiga Format* readers was somewhat disappointing, to say the least. Even a couple of E-mails along the lines of: "what a load of complete and utter tosh" or "you bleeding heart liberal you" would have been nice, but no. In the immortal words of Pink Floyd: "Is there anybody out there?"

Contact Richard Baguley on baggers@cix.compulink.co.uk

The opinions expressed in The Baguley Column are only occasionally those of *Amiga Format*.

AMIGA FORMAT news

Escom

Hundreds of stores already open, more to follow soon.

Many of the Rumbelows stores acquired by Escom have already been rebadged and re-opened. As we reported in last month's *Amiga Format*, Escom purchased 200 of the High Street stores from Thorn EMI in an effort to build a solid retail chain in the UK.

The launch was backed by a £6 million advertising campaign in the national press and a major press launch at London's Barbican Centre, which alone would indicate Escom's intent to make a success of this venture.

Until the Rumbelows deal, Escom had only a handful of retail outlets, concentrating on the mail order side of the business. But Manfred Schmitt, president of Escom, believes Escom has a real future in retail. In Germany, over 40 per cent of PCs are purchased from retail outlets, as compared to only 17 per cent in the United Kingdom.



Hundreds of former Rumbelows sites have already become Escom stores.

Escom are certain that there is an opportunity for a chain of retail shops which specialise in providing computer solutions. Their philosophy is that interested customers will not have to "fight their way past microwaves, videos and toasters to find the computer they want."

Historically, High Street stores lost out to retail because customers try equipment in a store, but buy from a mail order company for a cheaper price. Escom are confident they can deliver a high standard of service but retain a competitive edge, because they are also manufacturers.

Doom and Gloom

Not content with having written the best blaster ever to grace the CD32, *Guardian*, Mark Sibly is now trying to complete the definitive *Doom* clone – not without success. Steve Bradley has the details on page 38.

If the promotional artwork is anything to go by, *Gloom* will be a tad violent..



open doors



Bernard Van Tienen (left) and Manfred Schmitt filed the questions at their retail press launch.



Shoppers are already investigating this strange new store in Bath, but how long will it be before they can buy an Amiga?



Industry warms to Escom

The early indications of Escom's strategy for the future of the Amiga have been met with cautious optimism by much of the software industry.

At a recent press conference, Escom president Manfred Schmitt alluded to a price of around £200 for the entry-level Amiga, a figure which would surely guarantee a large number of software sales and put the Amiga into tens of thousands of homes across Europe.

Escom also intend to stock software in their shops, which could solve many of the distribution problems currently faced by Amiga software.

Sound move

Aiwa are well-known for their high-quality hi-fi equipment, but since acquiring the Bernoulli division of Iomega Corp, USA, they have been making steady moves towards the computer peripherals market. Their latest new product is the ACD-300 external CD-ROM drive.

The drive has an RRP of £175 inclusive of VAT and should now be available from hardware retailers. The ACD-300 uses a SCSI interface and is twin-speed capable, multi-session-compliant and has a maximum transfer speed of 300K/sec.

However, its most unusual feature is an illuminated LCD display panel, which keeps you informed of disc activity and SCSI ID and provides information about the currently-inserted CD. Aiwa are also planning to produce a new range of computer speakers.



The Aiwa is certainly packed with features, including independent audio CD controls.

News continued overleaf ➡

POWER MOVE IN ON GVP PRODUCTS

Power Computing, one of the UK's biggest Amiga retailers and manufacturers, together with their German sister company M-Tec have acquired GVP's intellectual property rights.

Between them, the companies already have a huge range of hardware including the Viper A1200 accelerators, Video Backup System, High Density drives and the PowerScan 4 which is reviewed this issue. This acquisition will add a range of new hardware products. According to Power Computing's MD Tony Inari: "It's the PCMCIA sampler we were interested as well as the the A4000 boards that are in development."

The GVP products the companies have announced they intend to re-introduce to the Amiga market include the 68040 and 68060 accelerator cards for the A2000, A3000 and A4000, a PCMCIA 16-bit sound sampler, the GVP1230 A1200 accelerator, the HC8 SCSI interface and the DSS-8 sound sampler.

The companies are also formulating plans for new products based on both their existing technologies and GVP's. However, this may not mean that Power Computing will necessarily be stocking GVP products.

Toni Inari pointed out: "We've only bought the intellectual rights for manufacturing, it's up to other retailers. If they want to stock GVP products then we will supply them, if not we'll distribute them ourselves."

ECOLOGICAL DATA STORAGE



It's fun, convenient, sensible and guaranteed dolphin-friendly. And at only £2.75, you can afford to be guilt-free.

Flat Earth, a Birmingham-based company, are about to unleash a new concept in media storage on the world. The self-assembly Pod is designed to keep up to 60 floppy disks in insulated low eco-impact safety. Yes, it is a cardbord box. But think about it – no plastic means no static. Cardboard is a good thermal insulator too, and as it's all recycled, you have nothing to fear from eco-warriors. It is also very impact resistant, and actually fun to assemble.

Flat Earth hope to expand the range with boxes for CD-ROMs, tape cartridges and in the future, even an in-tray system. Meanwhile, if you fancy your hand at a bit of ecologically sound origami, the disk boxes will sell at £2.75. Call Flat Earth on 0121 693 7757

niblets

DATANEXUS LOOMS CLOSER

Optonica, who are best known for their multimedia work, have recently diversified into more mainstream software. Their first product, *InfoNexus*, was received with enthusiasm, and now they are releasing a flat-file database.

DataNexus is planned to be highly configurable but easy to use, and is due for release soon.

TANK GIRL KICKS ASS ON THE NET

The comic character Tank Girl, shortly to be the star of a major movie and coverstar of *AF*'s sister title *SFX* this month, is making her self known on the InterNet. If you are not easily offended, you can find her at: http://www.digiplanet.com/tankgirl/index/html.

STILL NO SWORD

Nick Veitch is very upset because no-one has replied to his frantic pleas for a copy of ace SSI strategy game *Sword Of Aragon*. He would like to take this opportunity to offer a fine *AF* sweatshirt to anyone who can help.

PRO-PACK ARRIVES

Stylus Inc are finally shipping their *Stylus Pro-Pack*. This bundle is aimed at the professional illustrator as it contains version 3 of *ProVector*, *StylusTracer* and *PSImport*. These programs enable you to draw vector-based images and convert bitmaps and PostScript fonts to this rescalable format. Look out for a review next issue.

Let's get Real





There's a whole host of new features included in the latest version of Activa's excellent rendering system. *Real 3D version 3* is in the shops now.

The Amiga's most powerful 3D rendering system has just received a major upgrade. Version 3 of *Real 3D* has plenty of new features included as well as some improvements to its old ones. The program has also taken a price drop down to £299 – that's around £60 less than it usually costs.

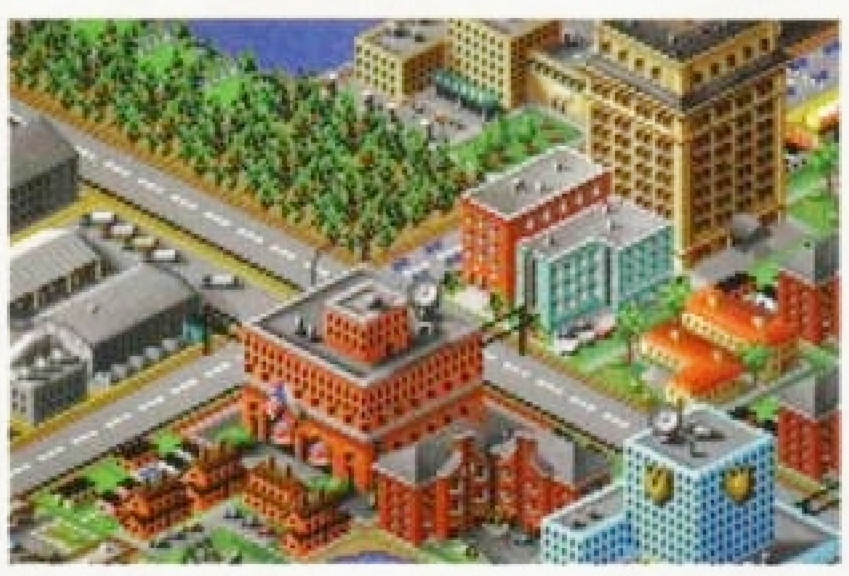
Among some of *Real 3D 3*'s new additions is an open post-processing interface which can be used to create special effects like lens flares and global fogs. And because it is an open interface it is possible for new effects to be developed.

It's now possible to create envelopes for animated elements to enable more accurate control over their behaviour. A surface animation technique can be used to make moving objects along a surface easier. There's also interlaced field-rendering which brings added depth and smoothness to animations.

As for surfaces, a new glow material property can be used to easily create lasers, fire and neon tubes. There's also a new roughness bump map, a dither colour map, extra gradient control and infinite tiling to stop those irritating seams on large objects.

To find out more about *Real 3D 3* call Activa UK on 0181 402 5770. We'll bring you a full review next issue.

Sim City brought to book



When editor Nick Veitch reviewed *Sim City 2000* (*AF66* 90%), he claimed that: "The ability to control the destiny of an entire city is better than having to live in one controlled by a mad man." Some of you may be having trouble controlling your city, so a chap called Andrew Banner has written a book entitled *The Secrets Of Sim City 2000*, detailing ways to succeed as well as cheat. If you wish to cheat (or succeed), the book is available from larger book stores or you can contact publishers Bruce Smith Books on 01923 894355. Oh, and it's £9.95.

Move those fonts

DiskoTech are a Wales-based company trying to fill a gap in the video market created by the lack of affordable animated fonts. The company have just released a collection of animated coloured fonts for use with any Amiga, called *Movie Fonts*.

The fonts can be used with any program, such as *DPaint III* or above, that is capable of loading anim files. There are 12 different fonts supplied in this 11-disk package which can be mixed and matched according to your taste.

Some of the fonts include letters that catch fire, radar scopes, revolving letters, letters being vaporised and mirror images. *Movie Fonts* can be purchased for £35 from DiskoTech by calling 01591 620242.

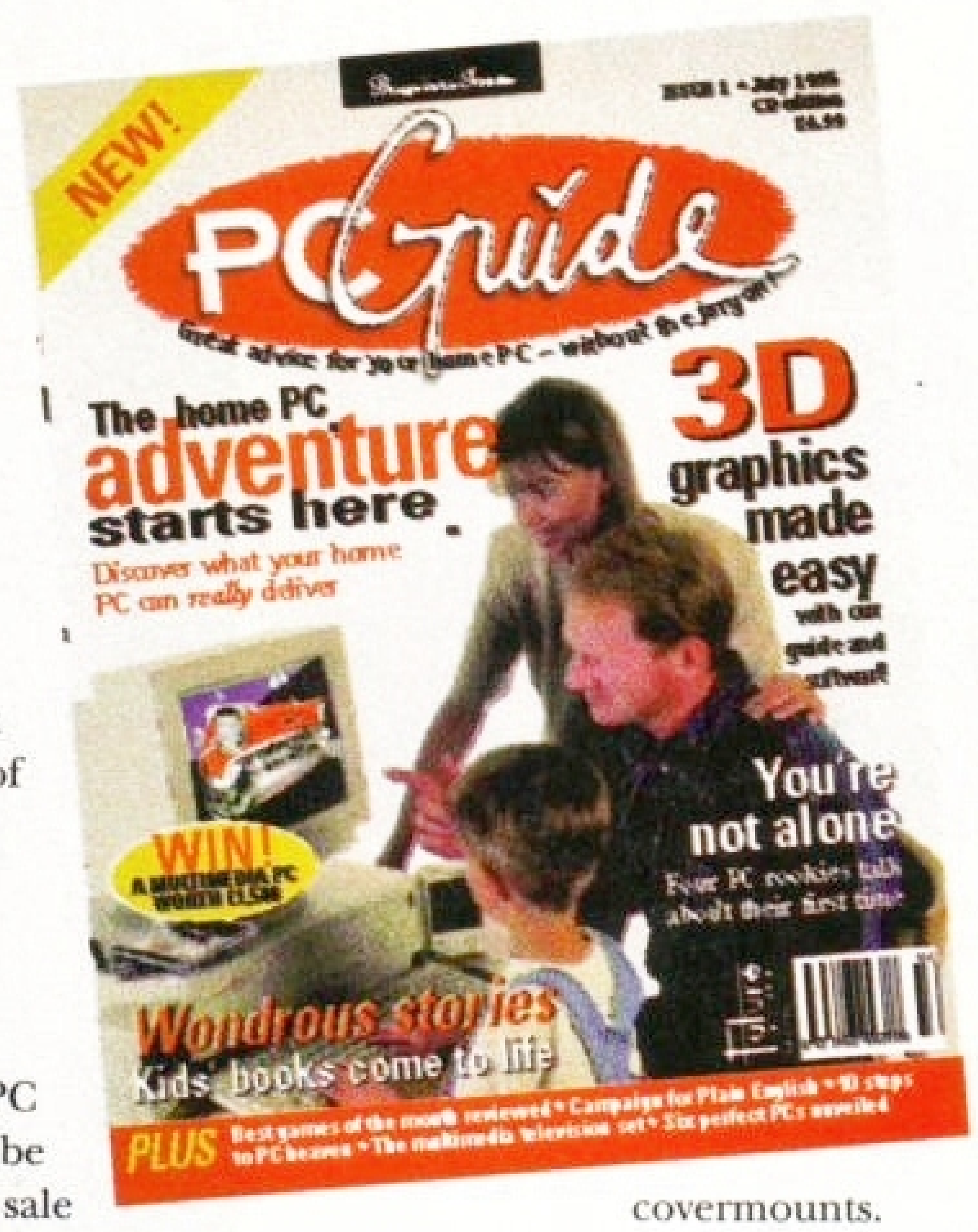


PCs *are* difficult

At last someone has come to their senses and realised that the collection of Meccano-style bolt-together cards based around 70s architecture that is the modern PC is not the easiest of machines to use.

The admission comes in the form of new magazine, *PC Guide*, whose objective is to "take the frustration" out of using a PC, with hints and tips on how to endlessly reconfigure your autoexec.bat to get software to work and the multitude of other problems new users face when they mistakenly thought they were buying a machine that would make their lives easier.

If you are one of the poor unfortunates who is forced to use a PC for work or at college, *PC Guide* may be worth a look. The first issue went on sale on Thursday, June 1 for the reasonable price of £3.99 for the floppy disk covermounted version, and £4.99 with CD



covermounts. There are two CDs on the CD edition – one with a complete version of *VistaPro 3.0*, still on sale in the shops for £120.

Whatta happened to **Pizza Tycoon?**

MicroProse bread-based strategy game *Pizza Tycoon* is to remain in the oven. The Avon-based softies had many a teething trouble with the game and the result was it would have been hard disk-installable only, so getting the game stocked on retailers' shelves would have been a major problem. That's why you haven't read a review of the game in this tome.

Aural effects

Aural Illusion 2 is a new sample editing program with a host of innovative features which only costs £20. It also has support for a huge number of sample formats including WAV, VOC, SAFF, AVR and AIFF.

Some other good features in the program are the ability to morph sounds, 30 variable effects and 55 sample manipulation functions. *Aural Illusion 2* is available from: Seasoft Computing, Unit 3, Martello Enterprise Centre, Courtwick Lane, Littlehampton, West Sussex BN17 7PA.

Show time

Amiga software bargains are promised at the Tamworth Computer Show on Sept 2. There will be more than 50 stands for a whole range of platforms. Profits from the £1.50 ticket price go to cancer research. Tickets bought before August 1 cost just £1 each. Write to: D Betts, 8 Healy, Lakeside, Tamworth B77 2RF for tickets. Make cheques payable to D Betts.

AMOS really



Way back in *AF67*, we ran the *AMOS* Write A Game Competition for which we received hundreds and hundreds of entries. It's going to take a heck of a long time to sift through them all and Format Forum's very own Dale Bradford is casting his expert eye over them as we speak.

We'll be announcing the winners as soon as Dale emerges from beneath a mountain of floppy disks.

more news overleaf ➡

The Smith Column



If it happens in the US, it'll happen here within months. An old adage that held true for music and movies, let's hope that it doesn't extend to the terrifyingly-named Communications Decency Act which is currently under debate in the US Senate.

Proposed by Senator Exon the Act seeks to made illegal what the Senator considers to be "obscene, lewd, lascivious, filthy, or indecent".

Although the Act looks fine and dandy when you think of Colombian drugs barons, child pornographers and discussions about teams who play in red and white, it begins to look a little dodgy when you realise that the good Senator also means that any "obscene, lewd, lascivious, filthy, or indecent" E-mails also come under his remit. Now much as I think that child pornographers and supporters of teams who play in red and white... oh and Colombian drugs barons should be banged up for life, I don't like the idea that Ike, my American cousin, can't send me detailed E-mail concerning his recent sexual conquests with Eli-May because he fears that not only the Net police but also the Feds will come crashing through his barn door and confiscate his Pentium.

Thankfully, Senator Patrick Leahy realises that we are all adults (well that most of us are adults at least in outlook) and that the Exon Act could put a crimp in the worldwide freeflow of information (Ike, for example would not be able to E-mail me expressing his opinion that "Soccer is a pussy game played by (**naughty**) fags from Communist

I don't like the idea that Ike, my American cousin, can't send me detailed E-mail concerning his recent sexual conquests with Eli-May.

(**places**)" – not that I can say that here either – because Exon would consider these elements of the language to be obscene even if I don't and the E-mail was sent to me!). Leahy is putting together a lobby expressing the view that Exon should shut his mouth and crawl back into whichever vile pit of flame he emerged from when the rest of us where evolving vertebrae, or something like that.

Now, this is happening across the Atlantic sure... but mark my words, if Exon's Act becomes law in the States, some government over here will pick up on it as a safe election vote catcher. Not only will it enable them to look clean, it will also make them seem up to date. So, if you want to retain your Internet rights to say what you want to who you want, keep an eye on this Act which is due for a vote in the next three weeks. You can keep up to date by E-mailing the following addresses:

- General information on the CDA issue
  cda-info@cdt.org
- Current status of the CDA issue
  cda-stat@cdt.org
- Chronology of events of the CDA issue
  vtw@vtw.org with the subject "send events".

Contact Tim Smith on gashead@cix.compulink.co.uk and timbo@gashead.demon.co.uk

Fantastic



Hey you! Yes, you with your hands over your eyes. What did you say about my mother?



Yorkshire-based software company Team 17 are bravely stepping into the multimedia information big motorway with the launch of their on-line games division in July.

The first game will be an Interactive Football League where you battle other folk through a long season of league and cup football. As in other footie management sims, you control every aspect of your team including training, set pieces, buying and selling your players and the like and you can send messages to other managers.

The game works in exactly the same way as the football league – you play every team twice, with points rewarded just like in real life. There is also a knockout competition, which is all included in the initial cost of joining.

All the teams and players will be fictional so won't have to worry about trying to buy Alan Shearer before everyone else does.

There are three ways to play – by utilising the might of the Royal Mail with a floppy disk, by modem or over the Internet. The latter two are played once a week while the postal version takes a little longer to turn over, and should it be AWOL for whatever reason, you can use the previous week's data to complete your fixture. The disk league lasts eight months and the modem and Internet variation, just over five months.

So, what do you win? The winner of

More mags for your Amiga

Stuck to the cover of the July 1995 *Amiga Shopper* we have an excellent Coverdisk program in the shape of Digita's Filofax-style *Organiser*. Plus on ShopperChoice there is a demo of HiSoft's database program, *Twist 2*.

Inside the issue we have a feature on *ARexx*, which is a much-undervalued program with the potential to transform the way you work on your Amiga. Then we have another massive Supertest where we test 13 inkjet printers to decide which one is best for you. We also send Anna off to talk to three guys who recently set up their own Amiga-based graphics studio.



There's so much more in the issue, but I haven't got the room to tell you about it. You'll just have to buy a copy!
SUE GRANT, EDITOR

AMIGA POWER

Following the exuberance of last month's 50th issue, AMIGA POWER's gone BACK TO BASICS with its NO NONSENSE coverage of all things Amiga gamey and unrelenting WAR AGAINST SLEAZE. With (hnng) footie management, clowns and steel springs on the Coverdisks, it's graphic adventure time on the inside, with a huge feature on the best (and worst) features of every point and click game ever. And that's topped by a review of Renegade's *Flight Of The Amazon Queen*, which we played so methodically that we revealed previously unseen bugs to the Renegade playtesters, forcing the already lapsed release date back yet again. We did this for you.
CAM WINSTANLEY, EDITOR

football



League champion

Audiogenic's impressive football management sim, *Super League Manager* (*AF70* 77%) includes a special hotline telephone number for ultra-successful managers.

The first 'superboss' to call said number was Andrew Greiner from Bradford who managed to get the number after one week of playing, though he reckoned he had been playing for a phenomenal 60-70 hours.

Using the A500 version, Andrew won the league championship three times without using the optional arcade link to *Emlyn Hughes International Soccer* (the A1200 version has the arcade section of *Wembley International Soccer* built in).



A bit flabby in the midfield, but the lads have bags of enthusiasm.

the league rakes in a cool £500, while the cup victor takes home £50. And there are Manager Of The Month awards, too.

The Internet and modem versions cost £20 a season, while the disk-based game is an extra tenner, though this covers the postal costs.

Who knows, you might find yourself taking on the mean machine that is Sporting Amiga Format around late July/early August.

For further details phone Team 17 on 01924 267776 or E-mail them at: baggers@team17.demon.co.uk

Twice the fun

The Sonnet 50MHz Doubler 4000 is a product that can double the computing power of Amiga 4000 040-owners. This accelerator card replaces the standard 25MHz 68040 processor that comes with the A4000 040 and effectively doubles the speed of the machine.

The board itself is actually based on Motorola's 040 Central Processing Unit itself and so it will retain the same level of compatibility. One of the main reasons that the board is so much faster is because of a large on-chip cache which enables the Sonnet Doubler to work more or less independently of the Amiga's memory subsystem.

The board is apparently easy to fit – just move the original processor and insert the Doubler.

Blittersoft are distributing the board for £399.95 – may we suggest that if you require any more information, you contact them on 01908 261466.

Multimedia Picasso

Blittersoft are also stocking a new multimedia package based on the Picasso board. It will cost £399.95 and will include the 2Mb version of the Picasso II graphics card, a Pablo video encoder, *TV Paint Junior* and *Cinema 4D*.

If you want any further details, try contacting Blittersoft on 01908 261466.

More Amiga news overleaf ➡

niblets

TEAM SPIRIT

Arcade footie game *Team* from Impact Software is currently making the odd wave on the ST and they're planning to do an Amiga version in the near future. It looks a bit like *Sensible Soccer*, although the control is more like *Kick Off 2* and having had a quick blast in the *ST Format* office, *Amiga Format* reckons its got a way to go before taking on the might of *Sensi*.

HURRAH FOR DALE!

Former *AF* marketing chap Dale Bradford, now heading the Format Forum (see page 146), has been appointed General Secretary of NASCR (National Association of Specialist Computer Retailers).Hurrah!

PREHISTORIC CAPERS

Dinosaur adventure game *Lost Eden* from programmers Cryo, which we previewed aeons ago is almost due for release on CD^{32}. Publishers Virgin will have their fingers crossed. A review before the end of the year, no doubt.

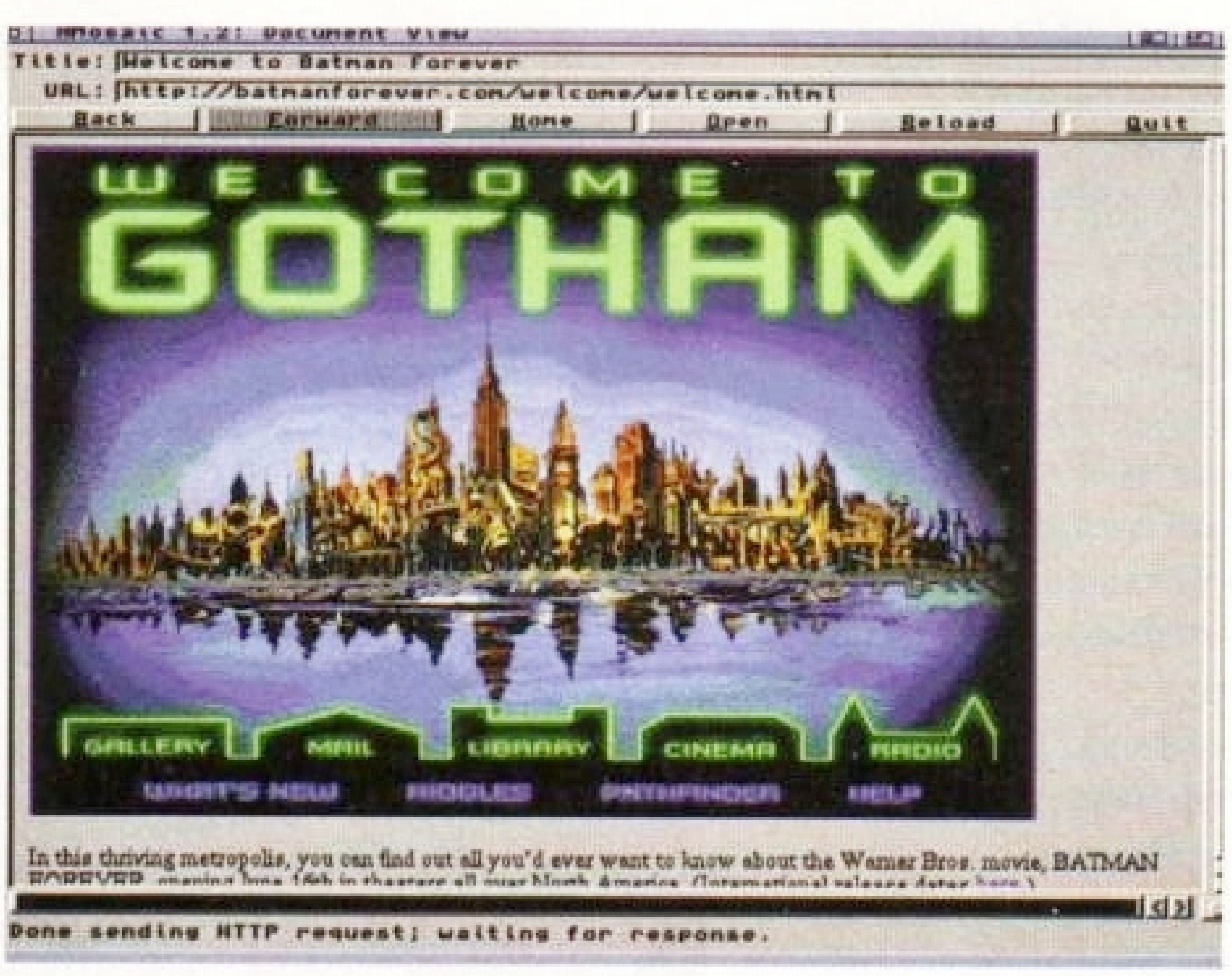
GET IN ON THE ACT

Main Actor Pro, the commercial version of the PD animation tool *Main Actor*, is now available in the UK. The program supports a staggering number of animation formats and has plenty of useful tools.

Main Actor Pro is being distributed by Blittersoft and you can contact them on 01908 261466.

ON-LINE FOREVER

Two of the currently most hyped things in the media, the Internet and *Batman Forever*, are teaming up. Warner Brothers have just created the Batman Forever World Wide Web site.



Batman fans everywhere can get connected on the Internet.

Bat-fans from all over the globe are invited to this virtual version of Gotham City.

As well as gaining access to information and images only available at this site, visitors will also be able wander the streets of Gotham and pay visits to its library, gallery, post office and yes, the Batcave itself. If you are in need of help Alfred the butler will be there to assist you. The site's address is: http://batmanforever.com

INTERNET AWARDS

BT has launched a new initiative called the Towards The Superhighway Awards. It's purpose is to highlight innovations in the field of Internet software and information technology. If you've produced any interesting applications or designs in the fields of business, research or education get an entry form by the following Web site before August 31: http://www.delphi.co.uk/innov/

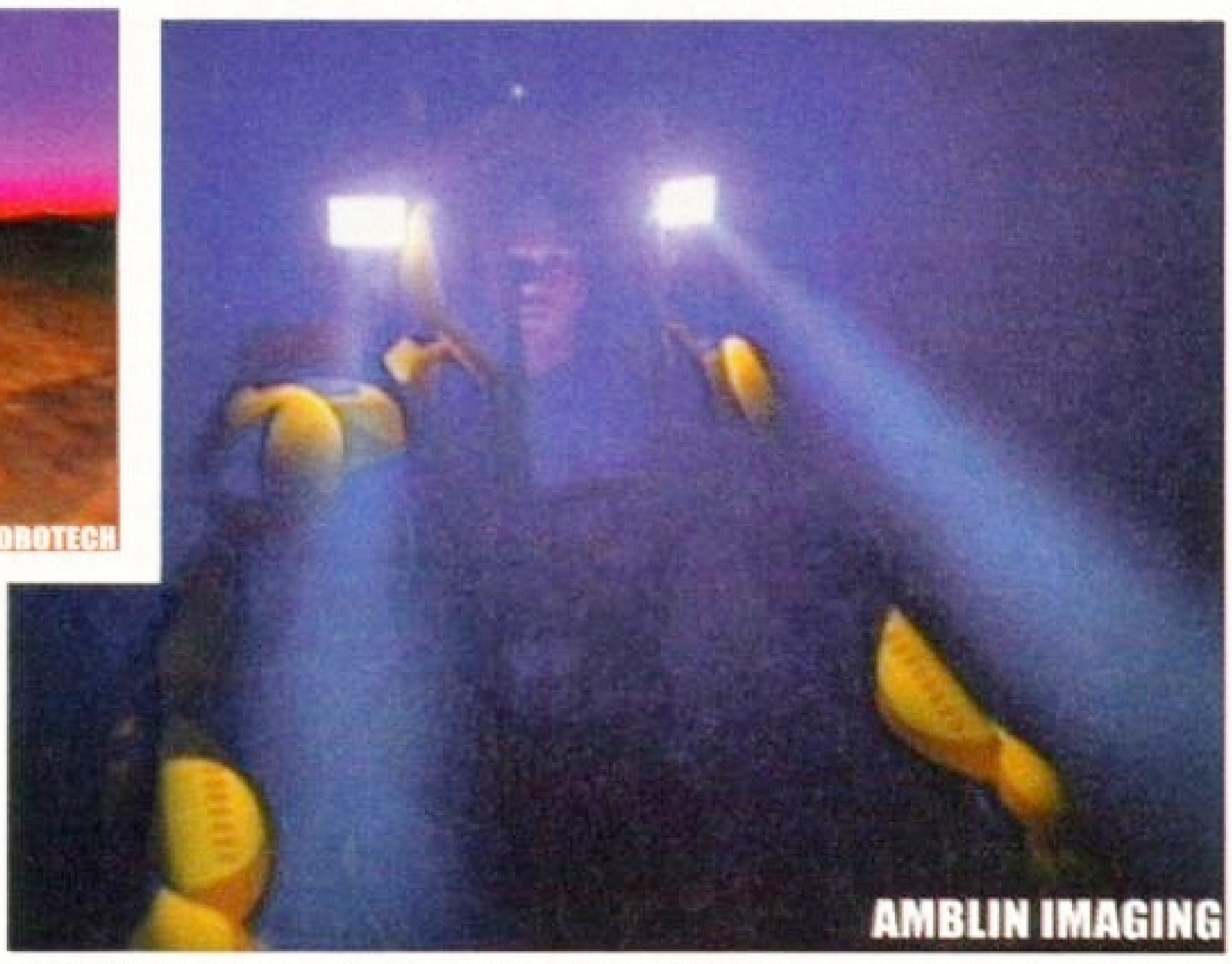
HELP ON-LINE

The Samaritans give support to thousands of people every year, up until now this been by phone.

But now the Samaritans have decided to move with the times and provide the emotional support electronically through E-mail. They can be contacted at two addresses jo@samaritans.org and samaritans@anon.penet.fi

Wave of activity





These two images are terrific examples of what can be done with *Lightwave*. They have both been taken from a video available from the 24Bit Club.

With *Lightwave 4* about to be released, there's heaps of activity on the 3D rendering front.

● Premier Vision have taken delivery of their Warthog rendering engine, a fiendishly fast machine based around the DEC Alpha CPU, which runs 30 times faster than a Pentium 90 – they are using it to put a beta version of *Lightwave 4* through its paces.

● The 24Bit Club have released a video of some of the amazing effects possible with the new version of *Lightwave*. The video features work by Amblin Imaging, Foundation Imaging, The Post Group and other leading users of *Lightwave* and is available from the 24Bit Club at 6 Skirsa Square, Floor 1, Glasgow G23 5DW, for £4.95 (inc p&p). Call the 24Bit Club on 0141 946 2191 for details.



A fearsome robot created in *Lightwave* by Foundation Imaging.

● Some of the country's top 3D graphics experts have created a discussion and support forum for users of *Lightwave*. The founders are Simon Coombs – a freelance artist, Alan Marques of the Magic Camera Company and Team 17's John Allardice – who produced the gob-smacking *Tower Assault* intro.

The annual subscription is £25, which gets you a regular newsletter, discounts on *Lightwave*-related products and a closed conference on CiX. For more details E-mail Simon at scoombs@cix.compulink.co.uk.

● Also from Premier Vision comes *Fibre Factory*, a package for creating hair effects with *Lightwave* objects.

● Two of the world's leading *Lightwave* experts, Lee and Ken Stranahan, will be in London on June 19-25 to give a series of seminars. The Stranahans work for Spielberg's Amblin company which uses Amigas running *Lightwave* to create the special effects for programs such as *SeaQuest*. A limited number of tickets are still available for the seminars. Call Premier Vision on 0171 721 7050 for details.

Lightwave 4 is due for release late Summer.

Zappo price zapped



Indi Direct have slashed the price of the Zappo CD-ROM drive by £40 to £159.99. The drive also now comes with version 11.2 of the software, which improves CD^{32} compatibility.

Said Don Carter of Indi: "The Zappo CD-ROM is the brand leader A1200 peripheral, our new pricing and software is aimed at keeping us in that position giving our customers a great product at an unreal price."

New ProGrab

A new version of the software for the ProGrab 24RT colour digitiser is now available from Gordon Harwood Computers. *ProGrab 2.5* features additional file format support, a batch of image processing effects, palette computing routines, and includes Floyd-Steinberg and Ordered dithering methods.

ProGrab 2.5 comes free with the ProGrab 24RT digitiser which costs £129.95 and is also included with the A1200 and A600 ProGrab PCMCIA interface, which costs £29.95. Existing *ProGrab* users can upgrade to version 2.5. Call Gordon Harwood Computers on 017773 836781 for further details.

TT2 Coverdisk upgrade



Turn to page 140 for instructions on how to use the brilliant *Technosound Turbo 2* on your Coverdisk.

If you are impressed with the *Technosound Turbo 2* sound sampling software on this month's creative Coverdisk, then watch out for a new *Pro* version of the program due in July.

Technosound Turbo 2 Pro boasts many powerful digital filtering routines and a facility for editing individual channels. The layout has been restyled for ease of use and the software has been modified to enhance the quality of edited samples.

You can use the new *TT2 Pro* with the standard 8-bit digitiser or the new 12-bit package.

For details of a special offer for *Amiga Format* readers, turn to page 141 or call New Dimensions on 01291 690933 .

Photogenics upgrade

Photogenics, the amazing Gold-rated image processing program from Almathera has been upgraded.

Photogenics v1.2 now features:

● A warper tool: distort parts of your image.

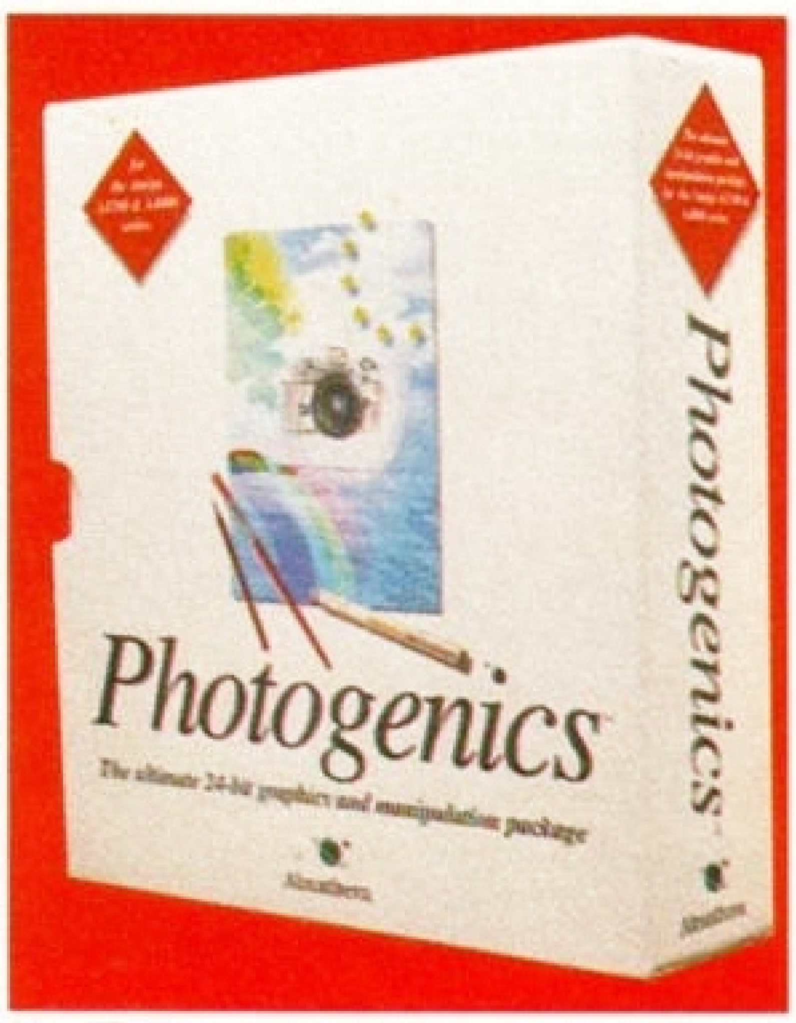
● Printing: *Photogenics* can now print to any preferences-supported printer.

● Cybergraphics 24-bit painting: version 1.2 can paint in hi-colour and true colour directly with any graphics card that supports the Cybergraphics standard.

● Transparency gradients: add various gradients to your shapes.

● Cropping: remove unwanted parts of an image with the new Crop tool.

Other features have also been enhanced. *Photogenics 1.2* has a 150-page manual and costs £59.95. Existing users can upgrade from *Photogenics 1.1* for £15. Almathera are on 0181 687 0040.



News continued overleaf ➡

CLOCK CARTRIDGE

SAVE £5 WHEN YOU BUY BOTH

Our unique and highly rated external clock cartridge will enable your Amiga to continually store the correct time and date in its own battery backed memory. Simply plugs onto the back of the Amiga and does not invalidate the warranty. Compatible with ALL Amigas.

IDEAL FOR A1200



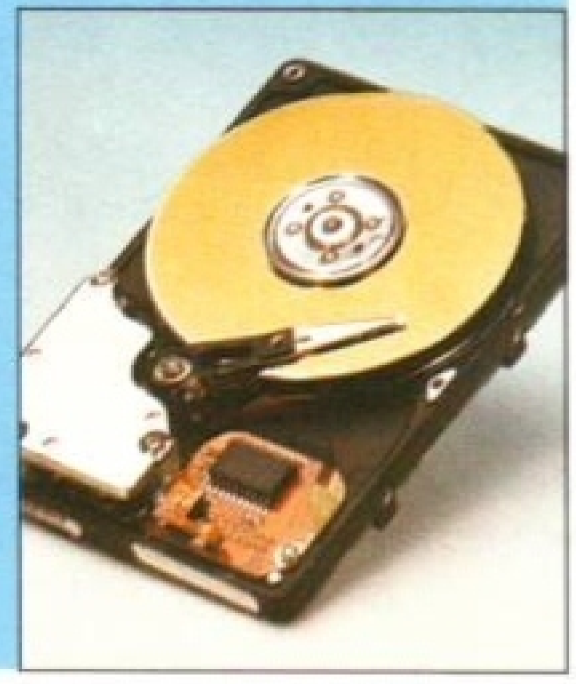
ONLY £19.99
(Plus £1.00 postage and packing).

HARD DRIVES

Our high speed 2.5' IDE hard drives for the A1200 & A600 computers come complete with fitting cable, screws, partitioning software, full instructions and 12 months guarantee. All drives supplied by us are tested, formatted, partitioned and have Workbench installed for immediate use. Fitting is incredibly simple; if you can plug the mouse into the mouse socket, you will be able to plug the hard drive into the hard drive socket!
Free while-you-wait fitting for personal callers.

20mb	**£ 89.99**	**210mb**	**£194.99**
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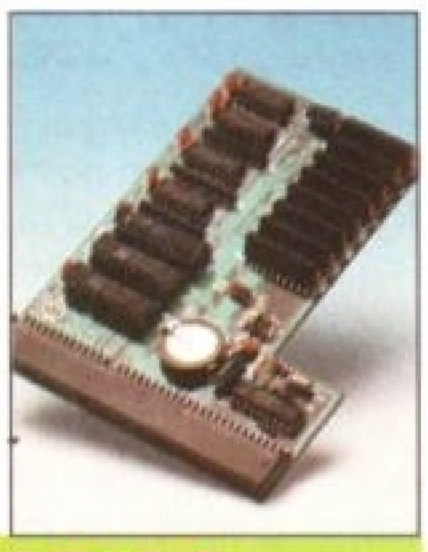
MEMORY EXPANSIONS

SUMMER SALE PRICES

A1200 32 bit FASTRAM memory expansions feature a battery backed clock and an accelerator FPU socket. Easy trapdoor installation.

2mb	**£114.99**	**33mhz 68882 FPU**	**£59.99**
4mb	**£174.99**	**40mhz 68882 FPU**	**£79.99**
8mb	**£299.99**		

NEARLY DOUBLES THE SPEED OF THE A1200



A600 memory expansions
1mb without clock **£34.99**
1mb with clock **£39.99**

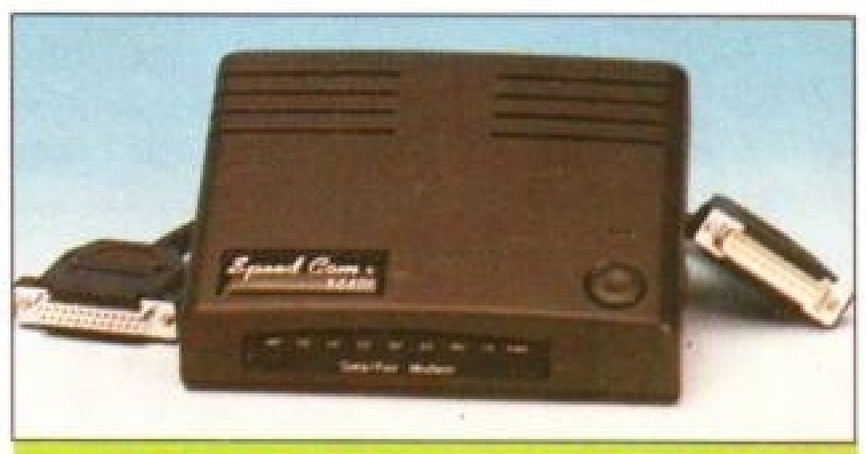
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Our highly rated, top quality, feature packed modems are probably the best modems available for use with the Amiga. All modems include our **FREE MODEM ACCESSORIES PACK (worth £19.99)** which includes a cable to connect the modem to the Amiga, NCOMM3 comms software and an Amiga Guide to Comms. Features:- MNP 2-4 error correction MNP 5 data compression, Fax class 1&2, Group 3. Hayes compatible, 80 page manual, 12 month warranty. **GP FAX Software £39.99 TERMITE £39.99**

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SPEEDCOM+ET (19,200 V32Terbo)	**£149.99**
SPEEDCOM+BF (28,000 V34 & VFC)	**£189.99**
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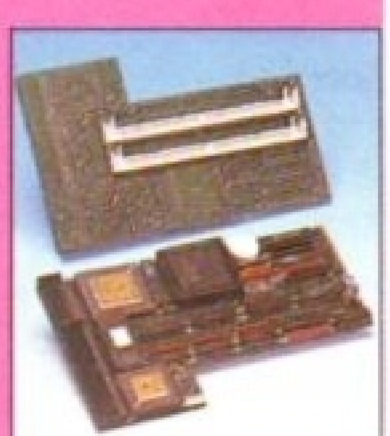
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POWER HARD DRIVES & ACCELERATORS

APOLLO A1230 Accelerators 1230 TURBO

Turbo 50 version includes 68030 CPU+MMU 50mhz
Turbo 28 version includes 68030 CPU+MMU+FPU 28mhz. Up to 64mb of Autoconfiguring Fastram 72mb/sec data transfer rate SCS12 controller built in with transfer rates up to 3.5mb/sec.
Real time battery backed clock. 2 SIMM sockets for 72pin simms. 1, 2, 4, 8, 16 or 32mb simms. Turbo 50 light includes 50mhz 68030, FPU socket, 1Simm socket and connector for optional SCS12 adaptor.



A1230 Turbo 50 light	£199.99
A1230 Turbo 50	£269.99
A1230 Turbo 28	£189.99
4mb SIMM	£139.99
8mb SIMM	£289.99

50 MHZ 68030 FROM £199.99

APOLLO A500/1500 HARD DRIVES

IDE interface for Amiga A500/A500+ and A1500 computers.
Easy to fit. Uses standard 3.5' IDE hard drive.

Interface only	**£79.99**
Interface with 100mb hard drive	**£189.99**
Interface with 365mb hard drive	**£229.99**
Phone for other sizes.	
A1500 IDE/SCSI/RAM card	**£129.99**

NEW RANGE

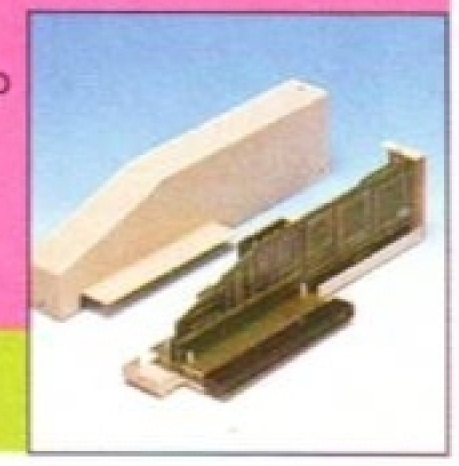


A500/A500+ & A1500 ACCELERATORS

68020 processor complete with 68881 co processor running at 28mhz speeds up your A500 by ten times! Up to 4mb of RAM can be added. Plugs onto the expansion connector and has a through connector for other peripherals. Can also be attached inside the Apollo A500 hard drive interface.

A500 Accelerator	**£149.99**
A1500 68030+68882 25mhz+SCSI	**£349.99**
A1500 68030+68882 50mhz+SCSI	**£499.99**

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Personal callers welcome.
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Directions

From M62 junction 17, head towards Bury. We are 50 yards on the right after the third set of traffic lights, opposite Masons pub.

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3.5' HARD DRIVE FITTING KIT (A1200)	**£17.50**
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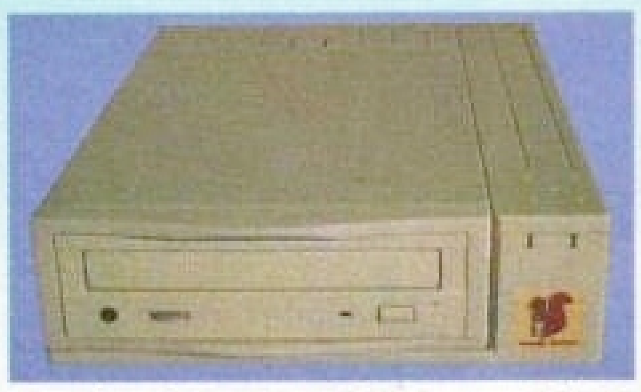
Squirrel SCSI

NICE ONE SQUIRREL!

Amiga Format 93% CU Amiga 94%
Amiga Shopper 95% JAM "The best piece of hardware I've ever bought for my A1200 ... well done, HiSoft!"

As you can see, the Amiga press has gone nuts over our new Squirrel SCSI interface for the A600/A1200. In case you've missed these reviews, the Squirrel SCSI is a plug-and-play add-on that allows you to connect up to 7 SCSI peripherals to your Amiga. Just think of it, CD-ROM, Hard drive, Scanner, DAT, Optical, SyQuest, Tape Streamer - all on line at the same time! No wonder we named it after that famous storage-hungry animal! To go with Squirrel, here are some great value devices...

SCSI CD-ROM Drives



Squirrel 2x - int £129, ext £189
New! Squirrel 4x - int £199, ext £259

Introducing our brand-new quad-speed CD-ROM drive, the Squirrel 4x; a feature-packed, lightning-fast drive at a stunning price. This is the flagship of our range of CD-ROM drives, all designed to suit your needs and your pocket.

Squirrel CD-ROM drives are cased in extremely stylish enclosures with all SCSI connectors and offer fast access times, stereo headphone sockets with volume control, phono line output, PhotoCD™ multi-session support, CD32 emulation (with the Squirrel SCSI interface), CD-DA compatibility with the convenience of tray-loaded action. The Squirrel 2x CD-ROM drive offers 300Kb/sec transfer while the Squirrel 4x attains 600Kb/sec (sustained) with a 190ms access time, the fastest CD-ROM yet on the Amiga.

These are the drives we use for developing and testing the Squirrel hardware and software - need we say more?

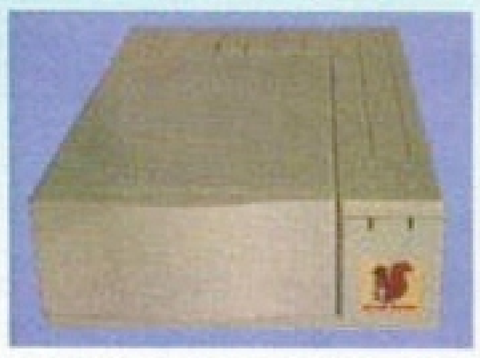
SyQuest Drives



88Mb - int £269, ext £329
270Mb - int £419, ext £479

Introducing removable SCSI drives for your Amiga. Based on reliable, proven SyQuest™ mechanisms, these 88Mb and 270Mb units offer transportable, compact, high performance and, above all, expandable storage for all your computing needs. SyQuest is the world leader in this technology across computer platforms which means that you can transfer work between Amiga, Macintosh™ and PC, with ease. We recommend the CrossDOS and CrossMac software packages to simplify portability - *call for pricing*. Our drive prices include 1 free cartridge.

SCSI Hard Drives





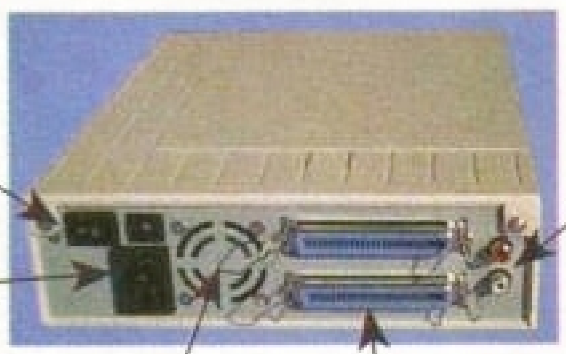
270Mb £169, 540Mb £239
730Mb £279, 1Gb £479
Add £60 for external units

Hard drives are becoming more and more affordable and we can now offer some tremendous prices on a range of superb quality, Quantum drives in a range of capacities.

These drives offer fast seek times (14ms @ 270Mb, 11ms @ 540/730Mb, 9ms @ 1Gb), large caches and high speed data transfer rates (1.5Mb/sec with Squirrel). All units can be supplied for you to fit in your own case or pre-installed in one of our professional Squirrel Storage Cases. The Squirrel does not auto-boot external hard disks but you can do this from floppy or from internal IDE hard disk.

We can supply all leads, terminators etc. Please feel free to discuss your exact requirements with our friendly, technical staff.

Squirrel Storage Systems



All our Squirrel Storage Systems come either bare (*int* - ready for installation internally within a suitably-equipped Amiga or other computer) or fully-cased (*ext*) with integral power supply, SCSI in/out, SCSI ID selector and audio out (for CD-ROM). The cases we supply are high quality, shielded, snap-together enclosures, each with 40W power supply - the back panelof the 5.25" case is shown above. These SCSI enclosures are available at **£69.95** each (please specify 3.5" or 5.25" when ordering).

The neat Squirrel SCSI interface is shown on the right. The unit simply plugs into the PCMCIA slot, comes complete with all the software you need together with a cable which terminates in a 50-way Amphenol plug to attach to your first SCSI device.



the Squirrel SCSI interface

Twist 2

Twist 2 is the new, friendly, relational database for all Amigas. Twist's range of power features such as its integrated forms designer, its varied & multi-level querying, its N:1 1:N & N:M relations coupled with its un-cluttered, well-designed user interface make it ideal for both the first-time and the seasoned database user.



Twist 2 is the only database you will ever need - a product that expands to meet your requirements as they grow. So, before you buy another database, why not take a look at the Twist demo disk?

AURA

The latest of our highly acclaimed sound samplers for the A600/A1200, Aura offers high performance 12/16 bit quality with direct-to-disk sampling plus a host of software features. Octamed 5.04 up compatible.

96% Amiga Shopper 90% AUI

GAMESMITH

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Termite



Afraid of becoming a hedgehog on the Information Super Highway? Don't worry, Termite is so easy to use that even a first time user will feel at home. Yet it has all the power and flexibility to satisfy the most seasoned modem warrior!

Termite is packed with features and comes with its superb Button Bar already set up for instant access to CIX and many BBSs. **88% Amiga Computing 95% AUI 88% CU Amiga**

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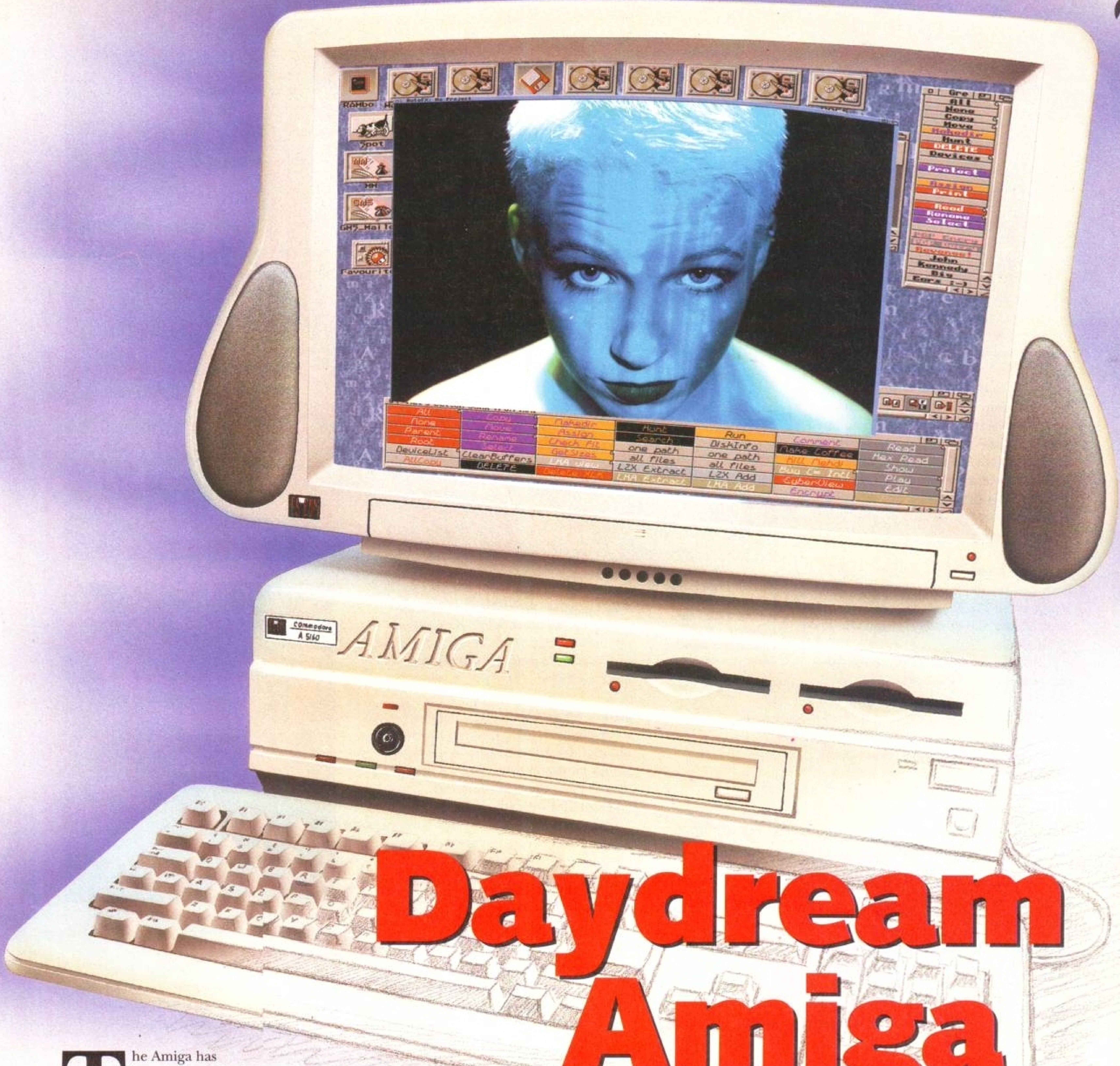
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Daydream Amiga

What are Escom planning for the Amiga? *Amiga Format* rounds up a selection of thoughts to create a dream machine.

The Amiga has been brought back from the brink of oblivion by Escom, but in order to re-establish it as a mainstream computer, Escom have their work cut out.

Not only do they have to start producing Amigas in quantity and market them effectively, but they also have to plan ahead. Computer technology never stands still. The Amiga has been stuck in a development limbo for a year while the financial wrangles over Commodore International were sorted out. Now is the time to do some catching up. The Amiga must move forward.

Escom have already indicated that they have ambitious plans for the Amiga – not just in terms of the markets they hope to develop, but also regarding the technology they are interested in producing. Most of these plans will be fleshed out soon, and Escom are planning to announce their plans later this month.

But to pre-empt that, *Amiga Format* has been compiling the views of key industry figures, and the thousands of comments from you, our readers, to come up with a blueprint of the Amigas we would like to see, and more importantly, a machine that would have a place in the modern computer market. Of course, we have to wait to see exactly what kind of machine Escom will come up with, and it may bear slim relation to the one which slowly takes shape over the next few pages.

There are always compromises between design and cost. Other factors will influence the final product too. But the *Amiga Format* Amiga is certainly a machine that would fulfil the future goals and needs of current Amiga owners.

Continued overleaf ➡

In order to get the best idea of the many decisions facing Escom, we have split up the design of a possible next-generation Amiga into its component parts, and analysed the options available in each area. The section headings are in some cases broad, and in others, more specific.

PROCESSORS

The Amiga has used a variety of processors over the years, but all from the same family – the 68000 series from Motorola. This is probably the most popular range of processors ever, because it has found uses in everything from Amigas and Macs to washing machines, satellites and cars. But the 68060 is likely to be the last member of the family to be manufactured.

CISC chips are out of fashion now, as everyone heads RISCwards. Commodore's research and development engineers originally intended the next-generation Amiga to implement the RISC technology developed by Hewlett Packard, but now that Escom are in charge, they may have different ideas.

In order to build a machine which is both cheap and easily compatible with the Mac and the PC, Escom may well want to look again at the PowerPC chip, developed by Motorola.

This already forms the basis for the rather successful Power Mac range of computers, and IBM are developing a PC-compatible version. An Amiga blessed with this processing power could run Mac and PC software, while still retaining the Amiga edge for video and multimedia.

This would mean a great deal of effort in terms of rewriting the Amiga's Operating System. But it has been suggested that such a machine could simply use an off-the-shelf RISC-based operating system, such as the NT version of *Windows*, or even the OS developed for the Power Mac.



An Amiga that can run PC and Mac software with the speed of a RISC processor is sure to find a market.



This PowerPC chip, developed by Motorola, is already in use with some Power Macintosh machines.

Apart from this being complete heresy of the highest order, it would also be difficult to take advantage of the native Amiga hardware using such an operating system. Also, there would be no compatibility with any of the Amiga's existing software. Workbench 1.3 would be relatively easy to port to such a system, but later versions were, for the main part, written in *Assembly* language, which is obviously more or less specific to the 68000 series of processors.

The other processor option open to Escom is simply to use a faster member of the Motorola 68000 family. This is not an attractive proposition for the high-end machines, because the 68000 series is no longer being developed, although it is still in manufacture. However, entry-level Amigas could benefit from the speed of faster processors, especially as the 030 is becoming cheaper by the month.



The graphics and multimedia ability of the Amiga could be enhanced greatly.

WHAT TO DO WITH WORKBENCH

Workbench itself is quite an integral part of the Amiga. Without it, the Amiga wouldn't be so easy to use (although it is a great strain to use Workbench from floppies). Instead of the complicated three-button mouse and keyboard approach of *Windows*, the Amiga relies very much on a simple but powerful interface. But there are still elements that could be improved.

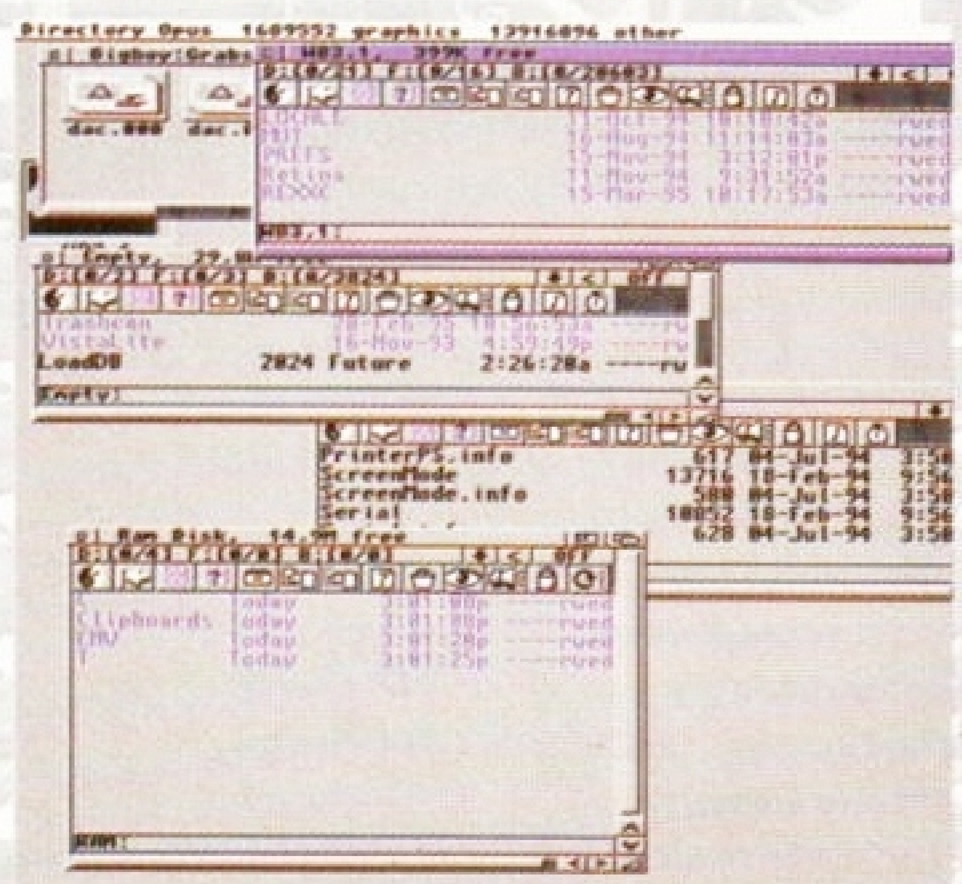
***ARexx* is probably one of the most powerful features of the Amiga Workbench, but although used by many Amiga applications, the Workbench environment itself tends to ignore it.**

If you want to create a macro to accomplish a specific task, you have to fiddle around writing scripts and attaching icons if you want to run it from Workbench. Why not build a macro recording facility into Workbench itself, so you can record a series of steps, which could then be saved? This seems to be a very popular option among the people who usually know best – the users.

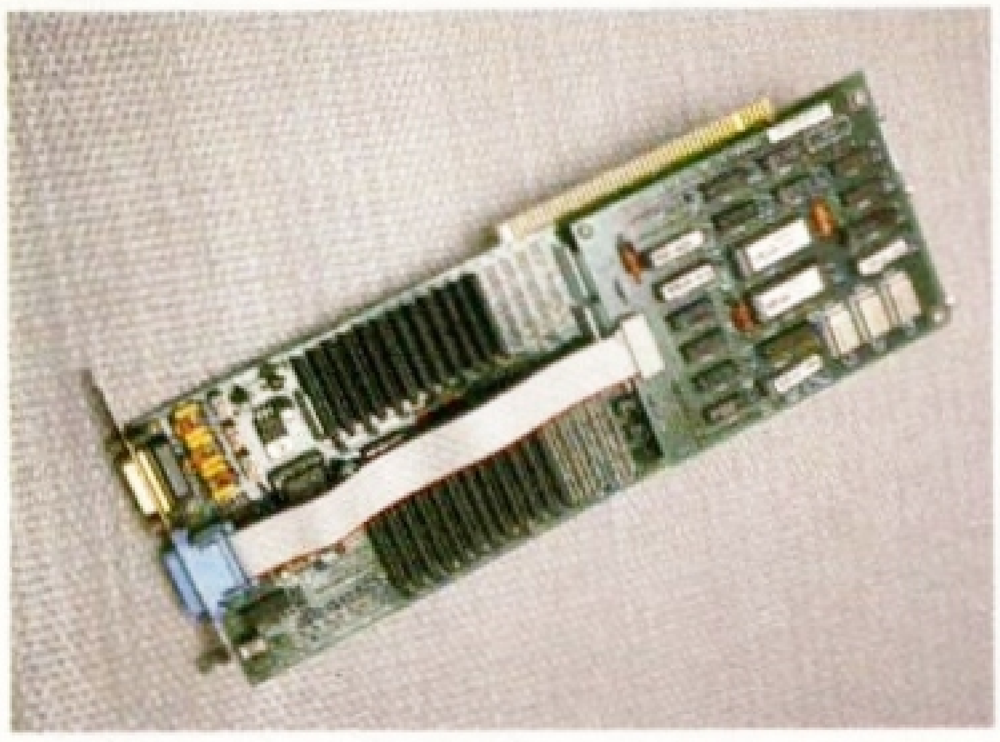
Also, with the prevalence of Comms and the Internet, it would certainly be an idea to contact those nice Scandinavian chaps and build the *AmiTCP* software into Workbench, along with an HTML/AmigaGuide browser.

If networking capability is to become a standard feature of future Amigas, some sort of network management system is also called for. Fortunately, Commodore had already done a lot of the groundwork in this area, and developed, with the help of others, *Envoy*, which could do with being cosmetically tweaked a bit, but it actually works fine.

Workbench has always been one of the most advanced features of the Amiga as a whole, and is still far better than *Windows* in many respects.



Workbench is more advanced than the Mac OS or *Windows*, but *DOpus5* could provide more inspiration.



Specialist 24-bit cards would not disappear, but the Amiga should have 24-bit graphics as standard.



The growing influence of Comms means that a new niche market is ready for exploitation.



The PCMCIA port was more of a compromise than a useful addition to the A1200 and A600.

GRAPHICS

The AGA chip set gave the Amiga 256 colours and more screen modes than you could ever need, but there is still room for improvement. Why should you need a dedicated graphics card to see in 24-bit colour, why not have that as standard on the new machine?

It may be necessary to have a lot more RAM to do this, but higher colour depths could simply depend on more RAM being added to the machine, rather than having to get more RAM as well as the display electronics. This sort of approach has worked rather well on the Mac.

Another point which should be considered is the effect of the chip set on speed. As many accelerated A1200 owners will have noticed, having an accelerated processor doesn't necessarily mean everything runs twice as fast. Tasks undertaken by the custom chips are just as slow as they always were. With a RISC processor though, some of the traditional tasks of the custom graphics chips could be more easily handled by the processor.



The Amiga has already proven its worth as a component of virtual reality systems.

Why should you need a graphics card to see in 24-bit colour, why not have that as standard?

The AAA chip set was very nearly finished in terms of design and development when Commodore International went bust. Using 24-bit programmable video modes and an enhanced Blitter would make all the difference in the world to the Amiga.

The Amiga's great advantage over the PC, apart from some of the more obvious ones, is that no two PCs are the same. There are hundreds of different sound and graphics cards leading to no end of trouble for software developers, and for the poor users who have to keep reconfiguring their software to get it to work on their machine.

For the Amiga to be able to offer fast, 24-bit graphics capability as a standard would be a significant step forward, not only for the hardware, but also for the sanity of the developers who would write applications software for it.

There would still be a market for specialist display cards such as the Harlequin or OpalVision, but the average user would derive a lot of benefit from greater colour resolution, which would be required for many advanced multimedia applications anyway.

MPEG

To be a terminal in the 21st Century, a computer is going to be asked to do all sorts of rubbish, like video conferencing. Built-in MPEG would be useful, because a hard-coded, dedicated compression and decompression system will certainly make this easier, not to mention broadening the range of CD-software titles which could make use of live audio and video.

MPEG version 2, which should be the last for some time, is a recognised standard. It may even be possible to tie the MPEG circuitry closely with the Amiga's own graphics chips.

Although the Amiga is generally ignored by the more worthy magazines and technology columns in national newspapers, it is actually used extensively for real multimedia applications – automatic show guides, information terminals, interactive museum exhibits and so on. Standard MPEG playback could help tremendously, and hopefully Escom will put some marketing muscle behind this niche market.

SOUND

A lot of people think that the Amiga's sound capabilities are a bit dated. Well, considering old Paula has been plodding away for 10 years, they may have a point. The Amiga isn't bad though. It has better sound capabilities than the average Mac, and if you want to get any sort of sound out of a PC at all, you need a soundcard.

But there is room for improvement. Many have suggested that a DSP (digital signal processor) would be the best way to go, but this could add greatly to the cost of the new machine. The added incentive would be that it could be of benefit to video and telecommunications as well as sound reproduction.

It could also function as the engine behind a built-in sampler, which could help the Amiga in its fight to establish itself as the multimedia platform or Comms terminal of the future.

Continued overleaf ➡

FLOPPY DISKS AND MASS STORAGE

The Amiga is just about the only major computer in the world that does not have a High Density floppy disk drive as standard. In spite of the rise of the CD as the medium of choice, it is still difficult to see how the floppy disk will ever be completely replaced. CDs are useful, but you can't write to them, they are certainly bulkier and more easily damaged than a floppy too.

The floppy is a cheap, easy and convenient way of storing data temporarily, or for transferring to other systems, between home and office or even around the world, by the relatively inexpensive postal system.

There are architectural difficulties in using a High Density drive, but these could be solved without a great deal of trouble. The solution used in the A3000 and A4000 wasn't ideal, because it slowed down the access time of the drive quite dramatically. As the basic means of data transfer, the Amiga of the future should be using a similar system to other computers, which means that the next-generation Amiga should be able to make use of High Density disks .

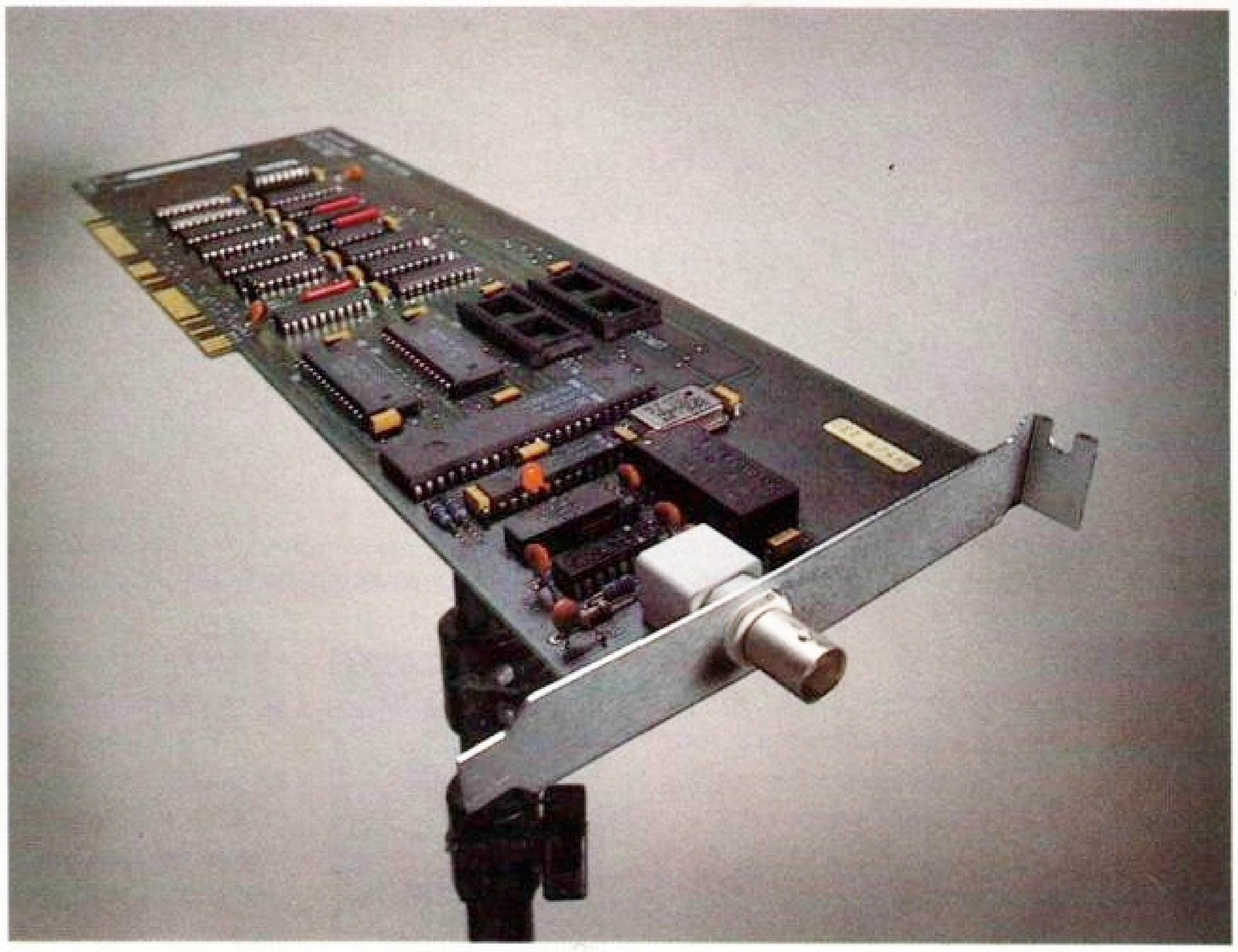
In the many letters we have received on the next-generation Amiga, a lot of readers mentioned the Floptical drive, a technology which has been around for some time. Optical head alignment means at least 20 times more data can be stored on a single, special 3.5 inch disk – but the unit can also access standard Double Density and High Density floppy disks.

The only problem with such a drive is support for it. Although it may be a boon for users, the software industry is geared up to using floppies, and CDs. They are unlikely to embrace a new medium supported only by one platform.



The optical drive will probably never replace the floppy, but a hybrid is a possibility.

But there is no reason why the sound capabilities of the Amiga could not be enhanced to CD quality. Previously it was impossible to integrate the capability for 16-bit sounds into the bus architecture, but now the Amiga is 32-bit. Although a DSP would be nice, it would probably be better kept as an optional card rather than as an expensive feature of the base machine.



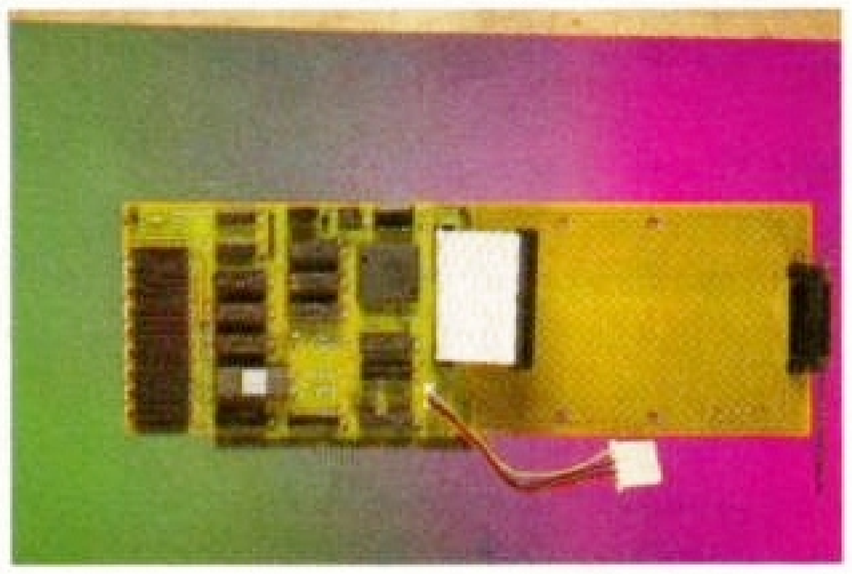
Ethernet cards are available for big-box Amigas, but why can't some cheaper, simpler network interface be included with the new Amiga as standard?

PORTS

There has always been a great deal of commotion about the Amiga not having a MIDI port as standard. It is perfectly understandable that the musicians in the Amiga community should feel aggrieved, but it's not as though a Serial-MIDI converter is expensive.

There is more scope in the argument that the Amiga should have two serial ports instead of one. One could then be used (with a small piece of additional hardware) as a MIDI port, but more usefully, the owner would have the option to run two modems simultaneously, or any other serial device. Multiple serial devices are not quite as necessary on the Amiga as they are on the PC, but then, the Amiga doesn't need an I/O card to run a mouse and a joystick.

You have to wonder whether the PCMCIA port was a good idea. At the time, it looked like the next big thing, but in reality it is an expansion option that has limited application. Many Amiga developers have triumphed by creating hard drives, CD-ROM mechanisms, SCSI interfaces and even sound samplers which use this slot. Although they are great achievements, if the A1200 had used a different expansion interface, their task would have been much simpler.



SCSI interfaces abound for the Amiga, and although it is still a useful and versatile standard, perhaps Escom should be looking at using PCI.

Neither did the PCMCIA port open up the Amiga to the exciting world of generic computer peripherals. Fax modems on a card have appeared, but until someone writes specific driver software, the Amiga won't see the benefit of them. The memory cards are indeed cheap and portable, but thanks to the Amiga's architecture, slow.

But the higher end machines will still be based around Zorro bus technology. It is proven technology, and with a few exceptions, is rather under used. The multiplexing aspects of the Zorro III standard proved difficult to implement, but cards such as the Retina Z3 and the A4091 proved that it could be done.

Entry level machines should retain, and perhaps even enhance, their Zorro-like expansion ports. The only problem with the A1200's existing trapdoor slot is that it's a bit small, and you can only fit one expansion to it.

NETWORKING

A dedicated network port, even a relatively simple one, would be a great advantage to the Amiga at all levels. At the high-end level, it is frankly absurd that the Amiga has no networking capability. The lives of many animation, video and raytracing professionals (not to mention humble journalists) would be made so much easier.

Even the A1200 would benefit and more importantly, smaller Amiga slave units could be run from one central fileserver – a great step forward for dispersed multimedia solutions for use in hotels or museums.

MAKING SENSE OF THE JARGON

A4091: The DKB-produced and Commodore-approved SCSI-2 card for the Amiga, which successfully uses the multiplexed Zorro III bus to provide a high-speed data transfer.

A570: This was the first Commodore CD-ROM drive and was a side expansion unit for the A500 Plus (or any other A500 with 1Mb of Chip RAM). The A570 provided Compact Disc access and CDTV emulation with reasonable proficiency, but unfortunately, there was no through port for connecting other expansions.

AMIGAGUIDE: The hypertext language included with Workbench 3.0.

AMITCP: An Amiga utility which enables the computer to link up to the Internet.

BLITTER: A feature of the Amiga's custom chip set, the Blitter is proficient at moving blocks of memory around very quickly.

CISC: Complex Instruction Set Computer. CISC chips, including the Motorola 68000 family, rely on the CPU having a very advanced instruction set, providing the maximum possible commands for the programmer.

DAC: Digital to Analogue Converter. This chip is used to convert digital data into an analogue waveform, the most common application of which is as a sound output device.

DSP: Digital Signal Processor. A RISC-like custom chip which is specifically designed to work with analogue signals, such as sound or video signals.

HTML: Hyper Text Markup Language. The standard means by which "pages" are constructed on World Wide Web sites.

MIDI: Musical Instrument Digital Interface. This is the recognised standard for computer to music equipment interfacing.

MPEG: Motion Picture Experts Group. A standard for compressed full motion video which is used for multimedia applications.

PAULA: Part of the Amiga's original custom chip set. Paula's main function is generating the Amiga's sound.

PCMCIA: Personal Computer Memory Card International Association. A standard interface for credit card-type peripherals. Developed mainly for use with memory cards, cunning manufacturers have produced modems, hard drives and SCSI interfaces to use this slot.

RISC: Reduced Instruction Set Computer. RISC processors rely on a small instruction set, which means more complex and memory intensive programs, but much faster processing power.

SCSI: Small Computer Systems Interface. A standard used for many years for interfacing hard drives, tape streamers, CD-ROM mechanisms and even scanners to all sorts of computers. Variations include SCSI-2, SCSI Fast and SCSI Y.



The CBM CD-ROM never made it, but surely the next Amiga should have CD as standard.

In the name of humanity, is it not possible to create a reliable power supply unit that can fit inside the Amiga?



Even a very simple serial-based network solution would make a big difference to how the Amiga is perceived and the scope of uses it could easily and effectively be put to.

CD-ROM

This is one thing that Commodore were right about all along. CD-ROM certainly features big in the future of computers in general, and Commodore were right there at the start of it with the CDTV.

The CD^{32} is actually an excellent console, as well as a great multimedia engine.

Unfortunately, they also singularly failed to ever produce an Amiga with a built-in CD drive, or to produce an add-on CD unit for the A1200 or the A4000. The original A570 was too expensive and quirky to sell in great numbers, so nobody developed CDs for Amiga. Ironically, it is only in the last 12 months since Commodore went bust that CDs have really taken off on the Amiga.

The CD^{32} is actually an excellent console, and a great multimedia engine, but the great disadvantage it has is that it is impossible to use with a generic CD. The CD^{32} was purposely designed so that it required a copyrighted boot track. This was Commodore's way of levying a licence on disks sold for the console.

But all it has done is to marginalise the CD^{32} in the ever-growing CD-ROM community. It is easy enough to develop discs for Macintosh, PC, UNIX and Amiga systems, but not for the CD^{32}, unless the owner has expanded their machine with a hard or floppy drive.

However, if Escom are going to be stocking the software in their own stores, they won't need a royalty to generate revenue from software sales. Abandon the custom format, and there will be more software available.

The standard of software will also increase, as the number of CD users grow. At the moment a lot of CD software is "shovelware". Although much of it is still great value, the CD as a medium on the Amiga has not really been developed.

HARD DRIVES

It is rapidly becoming apparent that Workbench simply doesn't work to anything like its full potential on a floppy disk-based system.

You really need a hard drive to do anything useful, even on an entry-level machine. But what standard? The A1200 currently comes with an IDE interface, which is sufficient, but not amazing. Earlier Amigas used a SCSI interface, with a near-standard 25-pin connector at the rear for external units.

But a new standard has recently emerged – PCI (Personal Computer Interface) which is highly likely to be adopted by both Apple and IBM. Although PCI devices are not yet readily available in any great numbers, they could be in production by the time an advanced Amiga is ready to roll off the production line, so this is another possibility Escom must surely consider.

CONCLUSION

These are just some of the many options that are open to Escom. If they really want to develop the Amiga as a powerful computer and ensure it hangs on to and expands in niche markets such as multimedia and video work, a great number of these developments will have to be undertaken.

It wouldn't make sense to price the Amiga out of its established market, but because the PowerPC chip will bring platform-independent software a lot closer, the platform you are running on can make a difference.

The Amiga eclipsed the Atari ST in the home market by competing on features rather than on price. The Amiga was always more expensive than the ST, but it was a lot sexier too. A super-powered Amiga would not have to compete in terms of price with a so-called "multimedia" PC because it would be simply so much better.

We hope that this feature has provoked some thought about what a next-generation Amiga should contain. This is not a manifesto for change or a list of demands, just an indication of possible futures. We can but wait and see.

HAVE YOUR SAY

Now that we have put forward the arguments for the different options available to Escom, it is time, once again, to canvass your opinion, which we will then forward on to Escom. Simply mark down, in order, the three most important hardware features of the next-generation Amiga (eg 1. PowerPC processor, 2. Network port, 3. SCSI interface).

1. ____________________

2. ____________________

3. ____________________

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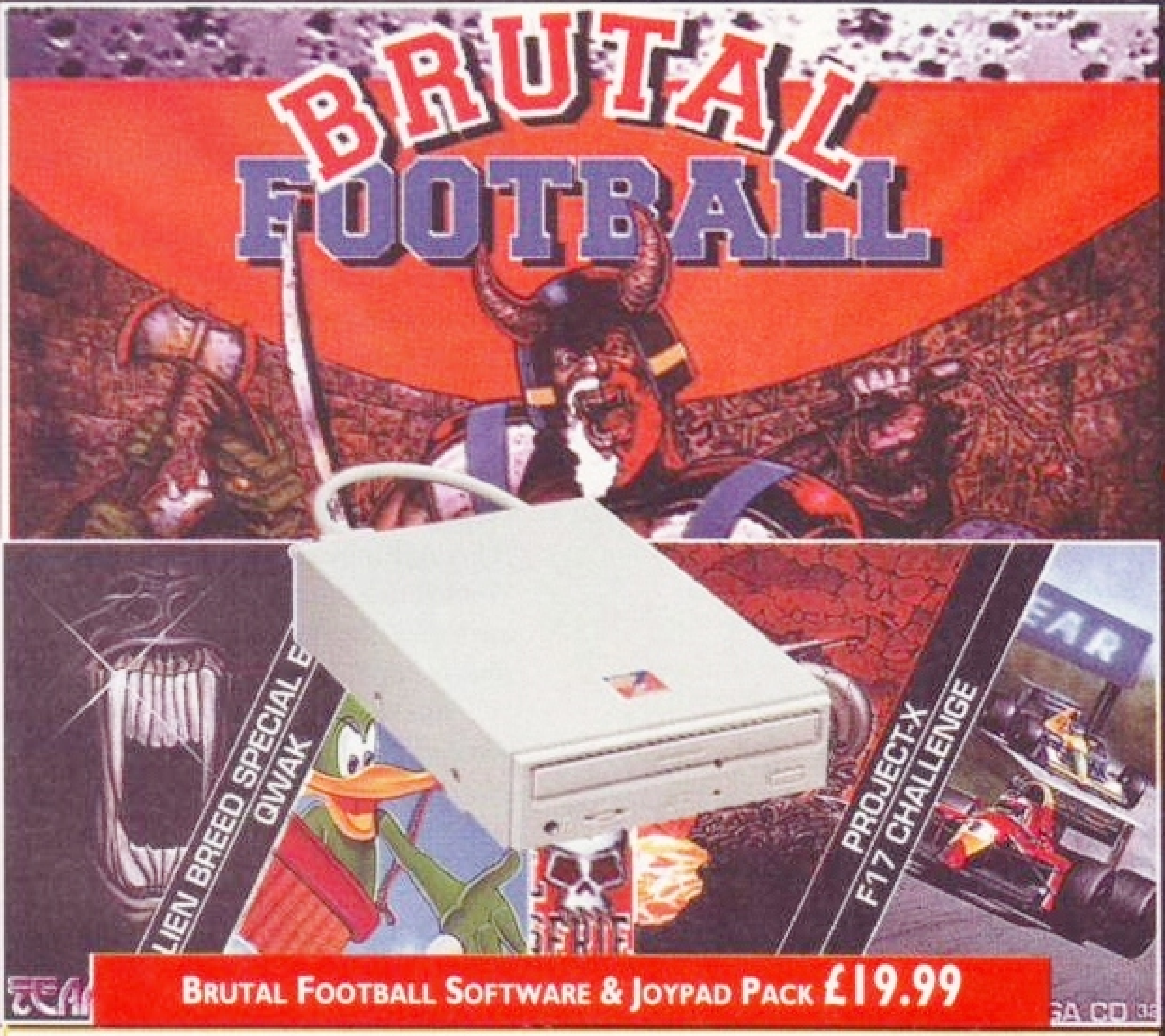
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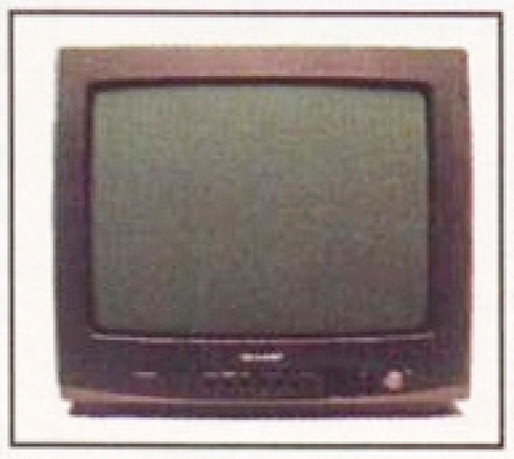


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PART ONE
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So, what makes your Amiga tick? Simon Goodwin reveals the power of the Motorola Central Processor Unit at the heart of your machine.

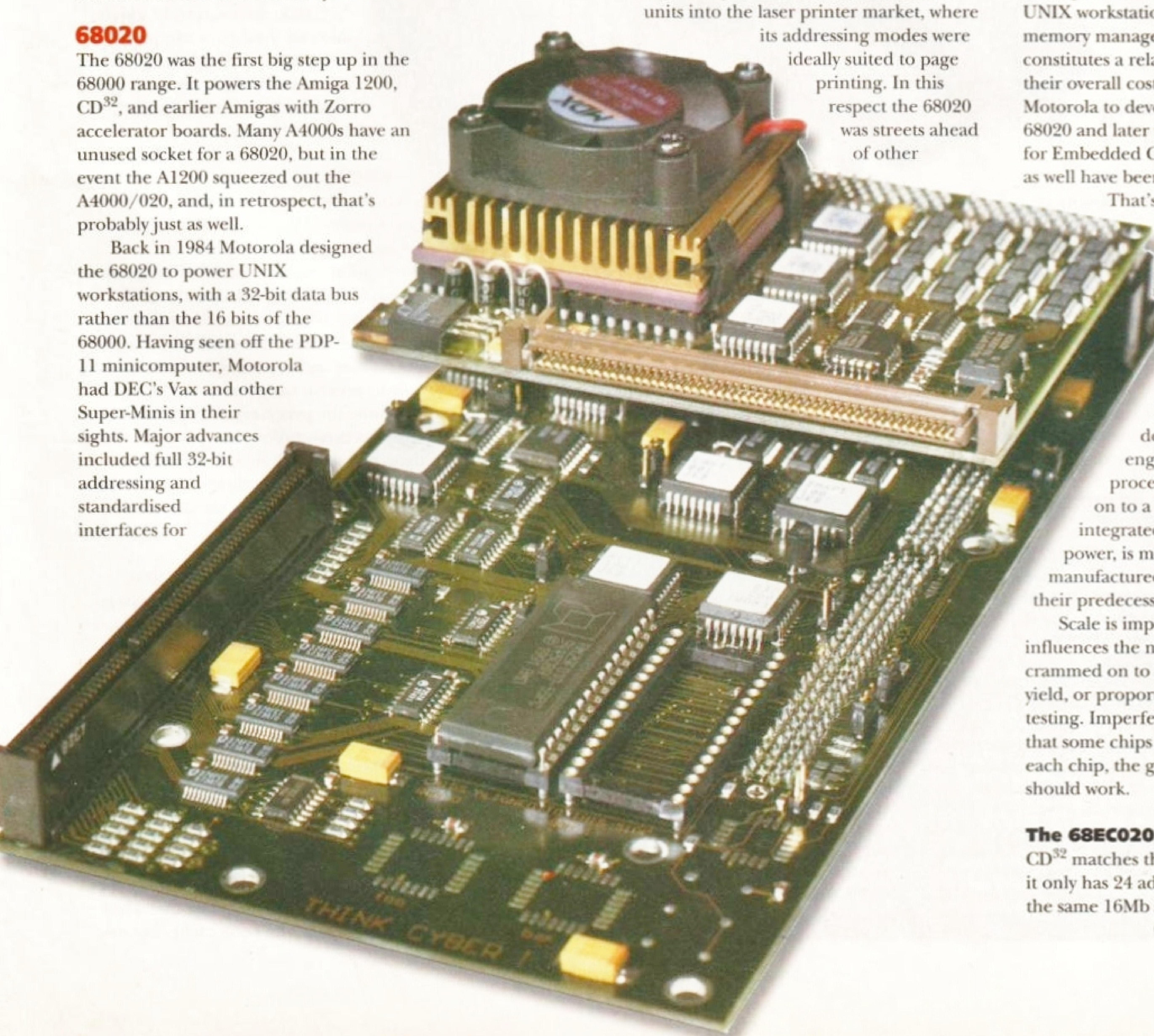
Ever since the original Hi-Torro development team began work on the prototype Amiga back in the early 80s, the Motorola Central Processing Unit has been the machine's driving force. And although times are changing, it seems that the Motorola chip and the Amiga will continue working together as we prepare to welcome the next generation of machines. Here's the story so far...

68020

The 68020 was the first big step up in the 68000 range. It powers the Amiga 1200, CD^{32}, and earlier Amigas with Zorro accelerator boards. Many A4000s have an unused socket for a 68020, but in the event the A1200 squeezed out the A4000/020, and, in retrospect, that's probably just as well.

Back in 1984 Motorola designed the 68020 to power UNIX workstations, with a 32-bit data bus rather than the 16 bits of the 68000. Having seen off the PDP-11 minicomputer, Motorola had DEC's Vax and other Super-Minis in their sights. Major advances included full 32-bit addressing and standardised interfaces for two types of add-on – a memory management unit (MMU), and floating point unit (FPU). These were not included on the 68020 chip, but designed around it, to turn the 32-bit microprocessor into a machine capable of running minicomputer software. This was a very serious machine.

The 68020 was taken up by companies such as Hewlett Packard, Sun, Apollo and Sage. Despite this success, it sold more units into the laser printer market, where its addressing modes were ideally suited to page printing. In this respect the 68020 was streets ahead of other processors from Zilog and Intel, and that had a big influence on subsequent Motorola policy.



EMBEDDED CONTROL

Laser printers are very different from UNIX workstations. They don't need memory management, and the processor constitutes a relatively high proportion of their overall cost. Volume sales prompted Motorola to develop EC versions of the 68020 and later models. The letters stand for Embedded Controller but it might just as well have been EConomy.

That's not to say the EC units are unsophisticated. Chip advances occur at two levels: in architecture – new functions and ways of programming – and the manufacturing process. EC models are based on the original design, but production-engineered to fit the latest process. They are scaled down on to a smaller, cheaper integrated circuit that requires less power, is more reliable and can be manufactured much more cheaply than their predecessors.

Scale is important because it influences the number of chips that can be crammed on to each silicon wafer, and the yield, or proportion that pass initial testing. Imperfections in the wafer mean that some chips are faulty. The smaller each chip, the greater the proportion that should work.

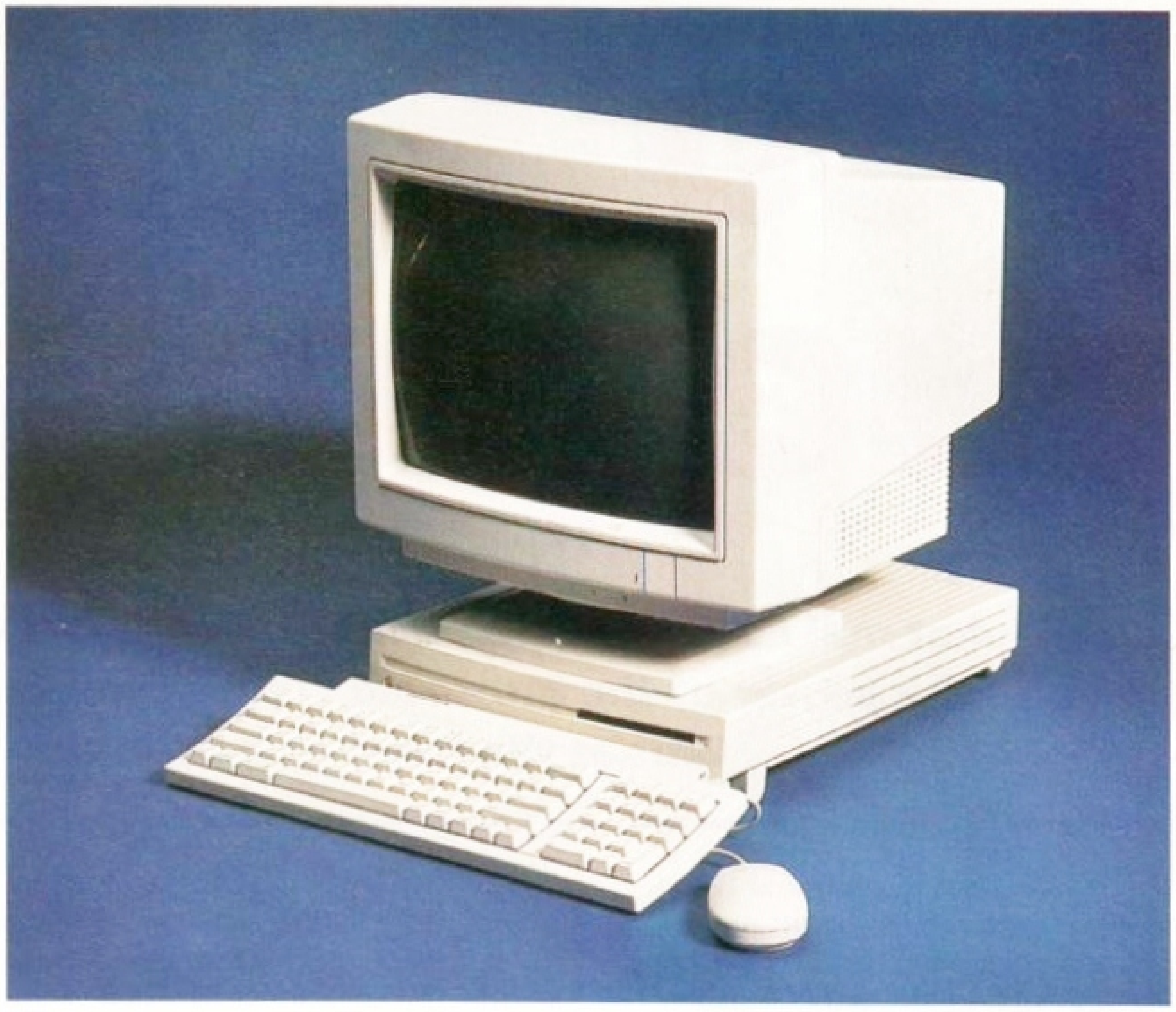
The 68EC020 chip in the A1200 and CD^{32} matches the full version except that it only has 24 address lines, limiting it to the same 16Mb space inhabited by the

Continued overleaf ➡

68000 Amigas. It stops short of the four gigabyte Zorro 3 space of A3000s and A4000s, but it can still handle up to 10Mb, leaving space for Amiga ports.

As well as its 32-bit data bus, the 68020 includes a chunky circuit called a barrel shifter to move and rotate up to 32 bits any number of places in one step – the 68000 must shift one bit position at a time. The 68020 boosts functions such as packing, unpacking, floating point arithmetic and graphics, although it's still worth using custom chips if they are available. The standard Amiga graphics hardware includes two 16-bit barrel shifters.

The 68020's memory interface was tuned up, but that still left the processor hanging around so Motorola introduced a code cache – 256 bytes of memory inside the processor, used to store recently-fetched instructions. Since programs tend to re-use small loops of instructions repeatedly, the majority of instructions can be fetched from the cache rather than memory, leaving the external memory interface free for data.



The Amiga is not the only computer to use the 68000 series of processors. Apple also chose the Motorola chip to power the Mac.

The speed-up comes in a mixture of ways. The 68020 can work with faster, wider memories, capable of returning 32 bits in three clock cycles, versus 16 bits in four cycles for a 68000. Also, 68020 systems can run at higher clock speeds than 68000s, although memory might not be able to keep up. The cache can deliver 32 bits in two clocks rather than three for Fast memory. And finally the processor can read the cache and access the external memory at the same time.



The overall speed-up on an A1200 compared with an A600 varies from none to 10 times. A1200 owners are unlikely to see speed-ups at the high end of this range unless they have added Fast memory and use programs specifically written with the 68020 processor in mind.

The 68020 has the same set of instructions as a 68000, but new addressing modes mean that several instructions can be combined into one new one. Improved multiply and divide instructions can generate 64-bit as well as 32-bit results, making precision calculations up to two or three times as fast as previously possible. Some other instructions are accelerated by pipelines inside the processor.

Raw processor speed is governed by clock cycles – electrical ticks that synchronise internal and external operations. Clock speeds are measured in MegaHertz (MHz) – millions of cycles per second. The first 68000, used in Apple's Lisa, was clocked at 4MHz. The A500 and A600 run at around 7.1MHz, the A1200 doubles this to 14.2MHz, and 68030 add-ons can push this to 50MHz, although the graphics and sound circuits on the main board carry on running at their unexpanded rate.

68030

The 68030 arrived in 1988, and built on the success of the 68020. The original model was again aimed at the UNIX workstation market, with a built-in memory management unit, replacing the 68851 used with a 68020, and a 256-byte data cache. The data cache works just like the instruction cache, storing recently fetched data to prevent the need to read it again. This time the processor stores groups of 16 adjacent bytes, rather than just four at a time, and takes advantage of modern memory which can return a sequence of long words quickly after the first one has been identified.

The 68030 appears in the A3000, A4000/030 and expanded A1200 systems. The A3000 has a full 68030 with a memory management unit while the A4000/030 uses the EC version, which has no MMU but is otherwise the same. A1200 owners have a choice of possible expansions – the full 68030 suits programmers, who can use the MMU to trap bugs and re-map Kickstart, but is more likely to cause overheating problems.

The 68030 can be clocked faster than the 68020. Top whack is 50MHz, although this may mean it spends much of its time waiting for memory. The data cache has less impact than the code cache, because

PROCESSOR CACHES

As microprocessors have got faster and faster, memory speeds have lagged some way behind. At top speed the 68040 can chomp through instructions and data literally hundreds of times faster than the original 68000 – but in the same 15 years typical memory chip speeds have increased by only a factor of three or four.

Current micros, with the exception of Atari's Falcon and some of the cheaper PCs, transfer 32 bits of information at a time, rather than eight or 16. This often helps – as long as you're not working with 8-bit characters, samples or SCSI data – but in general terms the modern range processors far outstrip external memory.

Caches are fast, temporary stores, ideally inside the processor, which save time by preventing the need for repeated memory transfers. Most programs exhibit something called locality of reference, which means they use the same memories repeatedly before moving on.

The Amiga custom chips challenge systems with a cache. They can change values in registers and Chip memory at any time. The system cannot rely on cached data for those addresses, so they bypass the data cache. But the instruction cache is normally turned on, and may be of particular benefit if custom chip access would otherwise delay access to the memory contents.

Workbench 3 enables Amiga users to disable the caches from its early startup menu – hold down both mouse buttons when you boot up, select Boot Options and disable the cache. This may be necessary to run programs which modiy their own code, like unpackers, emulators and a few games. Self-modifying code fails in a cached system, but could save space and time on the original 68000.

many instructions work on data that is already in the processor, inside registers, so it is not used as often. Again the cache only saves one clock per long word transfer, but the processor can now access both caches at the same time as memory.

The 68030 data cache only helps when reading. It does not accelerate writes to memory, although values that are written can go into the cache in case of subsequent reads. The Amiga design means that the data cache is not used on access to Chip or PCMCIA memory, so you need Fast RAM to see the benefit.

68040

The 68040 was a much bigger step, when it arrived in 1991, comparable to the leap from the 68000 to the 68020. It has two caches, like the 68030, but these are 16 times as big – 4K each. It can buffer data written to memory by holding it in copyback cache entries, with no need to write them back unless the cache becomes full or is explicitly cleared – normally to make sure that the messages reach the outside world.

The fastest instructions on the 68020 and 68030 run from the caches at two clocks per instruction. The 68040 goes twice as fast, and runs a much larger core of instructions in just one cycle. The speed of 64-bit multiplication and division is also doubled.

The instructions and addressing modes are almost unchanged, but are decoded more quickly, giving an overall speed-up factor of three times in real programs. In fact, the 68040 is clock doubled, like some Intel processors – the main clock and memory interface run at the stated speed, while another clock goes twice as fast and controls the machine's internal operations.

Motorola continue to pile on extra hardware that had previously needed separate chips. The full 68040 has a cut-down, but blisteringly fast, floating point unit on chip, and a memory management unit as well. Commodore fitted a few A4000s with the 68LC040, which has the MMU but no FPU.

Original 68040s run at 25MHz, using a 50MHz clock, like Commodore's 3640 processor board, used in the A4000/040, A4000T, and some A3000s. In fact, all Commodore 68040s use that processor board, developed for the A3000, and it could do with an update.

The 3640 fits the processor slot designed for the A3000 and wastes time converting 68040 signals into the 68030 format expected by Zorro 3 and motherboard chips such as Buster and Ramsey. The result is that access to Fast RAM is about seven times slower than access to the cache, and reads and writes to Chip memory and Amiga custom hardware are slower still.

Bizarrely, an A4000/030 can access Fast memory almost twice as quickly as the A4000/040, which costs twice as much. The size and speed of the 68040 cache normally more than makes up the difference. It is possible to find real programs that are noticeably slower on the 3640 than on the 4000/030, but these are extremely rare. This goes to show that benchmarks are a minefield when you're comparing systems as complicated as Amigas. They try to put a single-dimensional measure on multi-dimensional things, and are often nonsense. The results you get depend on the exact hardware you're using, and are worthless unless you know all the details.

The fastest instructions on the 68020 and 68030 run from the caches at two clocks per instruction. The 68040 is twice as fast.

Simplistic measures like MIPS (Millions of Instructions Per Second) are meaningless unless you know the exact instructions being performed. A stock A1200 can manage 7MIPS if you feed it a loop of simple subtractions, or less than a sixth of one MIP if you concentrate on long division.

However, memory speed tests can be useful to perform, particularly on Chip RAM systems where the processor must share access to the memory. The effective speed of Chip RAM depends mainly on the resolution, alignment and number of colours on the screen, but sound, scrolling, sprites and the blitter can all slow things down.

The bandwidth of a system is usually measured in bytes or megabytes per second, but tests tend to manipulate as many bytes as possible at each step, and this can be misleading. There's no point in writing a word processor that fetches four bytes at a time if its basic unit of data is single byte characters.

WHAT'S AN MMU?

A memory management unit, or MMU, intercepts each transfer between processor and memory and looks it up in a table before passing it on to the outside world. This was first used so that the processor could ask for much more memory than was physically present, and the MMU could intercept requests and swap pages or 4K or 8K from disk into real RAM as required.

The real RAM acts as a cache for the virtual memory on disk, and the memory management unit also lets the system declare how addresses are to be treated by the memory management unit – for instance, it could allow PCMCIA card memory to be cacheable while preventing cacheing of the custom chip areas.

Programmers quickly found another use for the memory management unit because it can trap and report attempts to access memory that should be beyond the reach of their program. This is a common fault in the C and *Assembler* programming languages, caused by the use of incorrect pointers to memory, and often leads to mysterious crashes on systems with no memory management unit. Such bugs are easy to find and fix once you have an MMU and the excellent *Enforcer* utility.

The disadvantage of a memory management unit is that it can slow down the Amiga's access to memory. At worst, when trawling through a long list of pointers, it can halve program speed. Another on-chip cache, the Address Translation cache, stores recently used MMU table values, so this problem is rare except in programs that randomly access large tables or use lists extensively.

The original Motorola MMU chip was the 68451. This was superseded by the 68851 which is commonly found on expanded 68020 systems. The 68030 is available in versions with and without a built-in MMU. All 68040 systems produced by Commodore include the on-chip MMU. The 68EC040 has no MMU, but has not appeared in any Amiga, despite various references to it in Chapter Four of the manual supplied with the A4000.

Commodore tried to discourage programmers from using the MMU directly, but it can do wonderful things if correctly programmed. It can protect RAM so that it behaves like ROM, it can accurately emulate hardware, such as the PC or Apple Mac screen, or even absent custom chip registers by trapping access to certain addresses and re-working the data to suit. The MMU is used in some Amiga emulators, and programs such as *VMM* and *GigaMEM* which give the Amiga access to virtual memory.

NEXT MONTH

All you need to know about the new 68060 CPU, the little-known 68070, and full details about the rest of the range.

JARGON BUSTERS

MMU: Memory Management Unit. This chip can be used to remap one area of memory to the location of another. Memory Management Units can be used by virtual memory programs to fool your machine into thinking that hard disk space is in fact memory. Programs such as *Enforcer* use it to keep an eye on the way your system memory is used.

FPU: Floating Point Unit. This unit is used to augment your Central Processing Unit's processing abilities by performing floating point calculations. These calculations are called floating point because they don't require a fixed number of digits before and after the decimal point, so that the decimal point can 'float' as required.

Floating Point Units really speed things up when your machine is performing complex computations such as the calculations required by raytracing programs. However, the software needs to be written specifically for a Floating Point Unit-equipped machine to get maximum benefit from an FPU.

ZORRO SLOTS: These are the slots that are present in the big-box range of Amigas that facilitate the addition of extra hardware boards. These boards can vary from hard disk controllers and memory boards to graphics cards.

DATA BUS: This is what computers use to move data from one part of their system to another area. Think of them as motorways and the cars as bytes of information whizzing down the fast lane. The wider the bus, or the motorway, the faster the cars, or information can flow – because 32-bit data buses are twice the width of 16-bit ones they can transfer twice as much information at a time, making them twice as fast.

CPU: Central Processing Unit. This is the heart, or perhaps brain, of your machine. It's where most calculations are carried out and on most machines determines the speed of your machine. The A500, A600, A1000, A1500 and A2000 use the Motorola 68000 processer, while the A1200 uses the 68020, the A3000 the 68030 and the A4000 the 68030 or 68040.



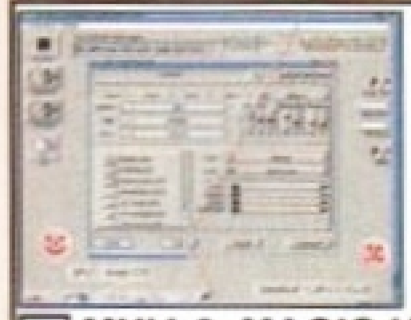
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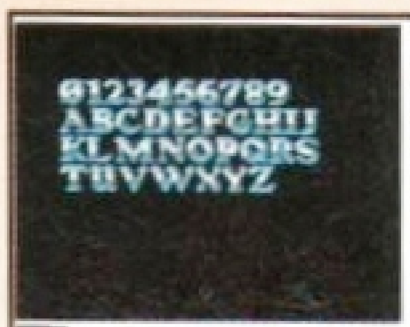
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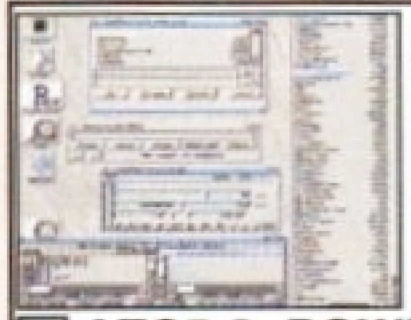
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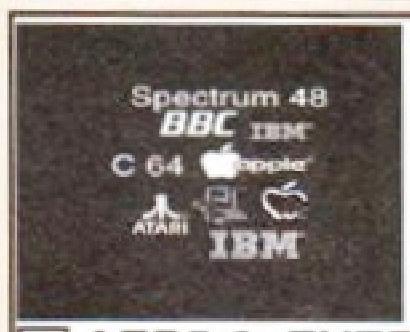
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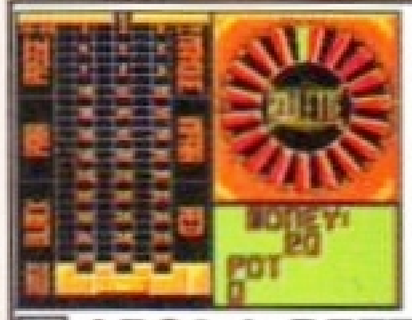
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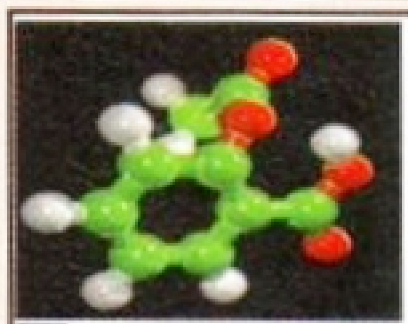
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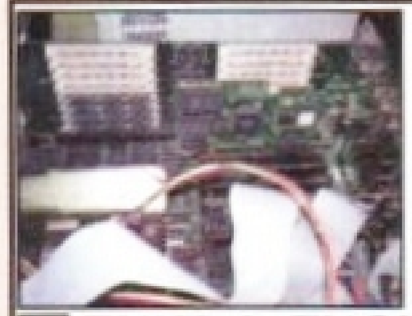
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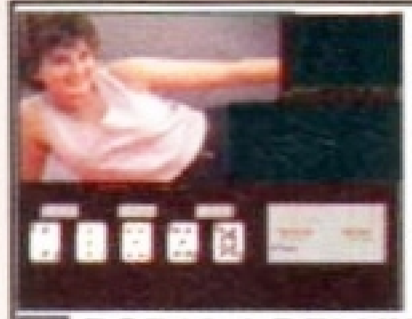
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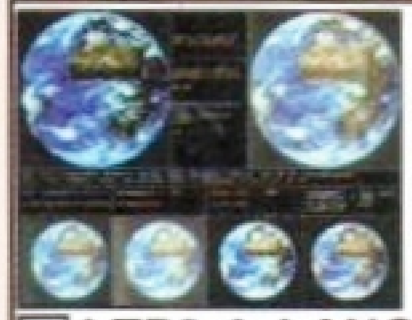
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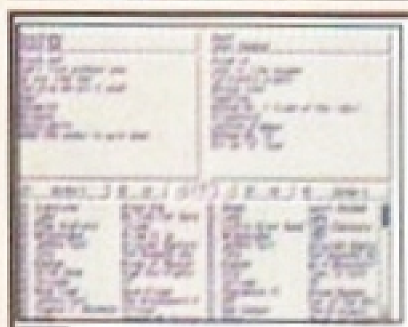
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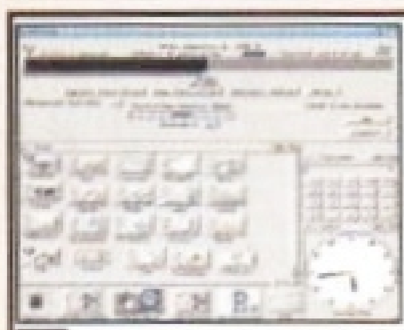
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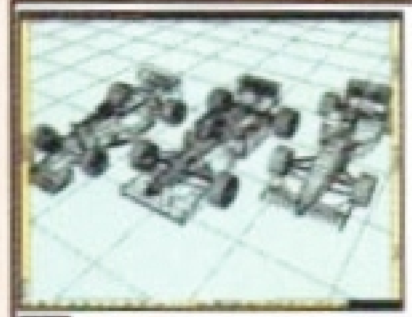
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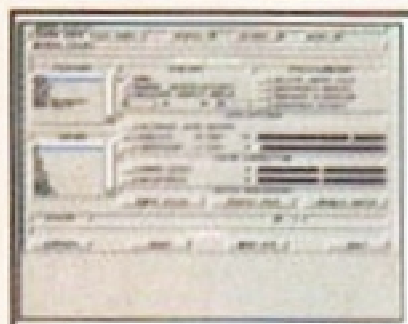
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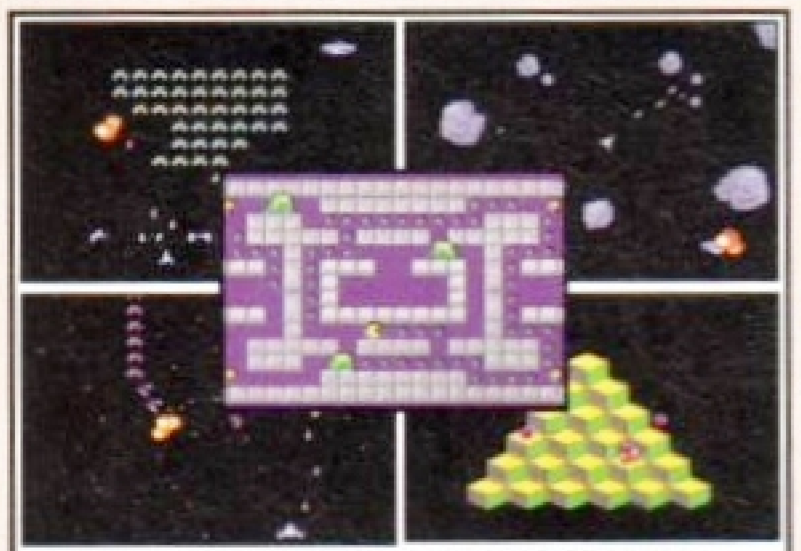
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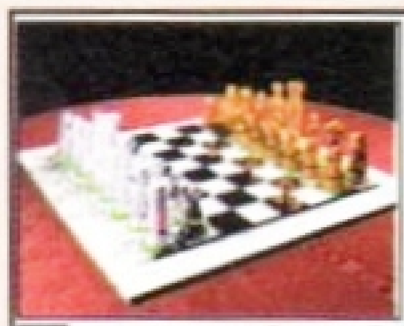
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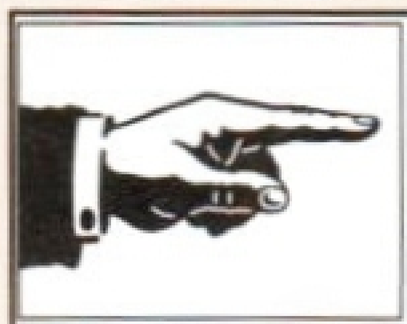
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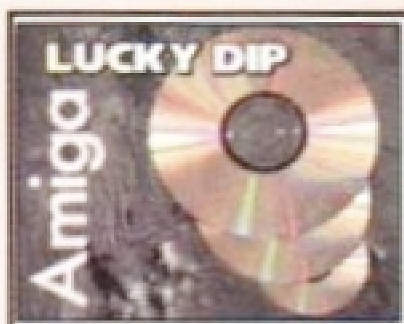
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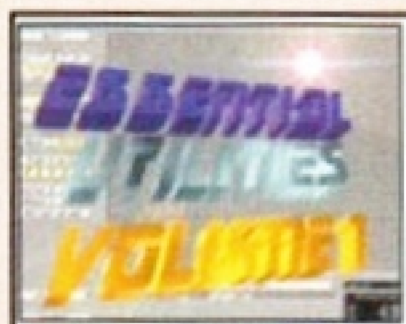
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Hip, hippy,

Glastonbury Festival celebrates 25 years, with help from the Amiga.













Some of these people are probably running the country now. Explains a few things doesn't it. If you spot anyone you know, drop us a line.

The Glastonbury Festival is 25 years old this year, and to celebrate quarter of a century of music, mud and malarkey, the organisers have put together a special souvenir magazine.

The images on these pages are from a video of the 1971 festival, shot by David Putnam, the director best known for *Chariots Of Fire*. The festival organisers asked *Amiga Format* to capture some of the images to use in the 25th anniversary mag, so armed with V-Lab, *Photogenics*, *ImageFX 2* and *Art Department Professional* we set about reliving the 1971 Glastonbury experience.

Farmer Michael Eavis was inspired to stage the first Glastonbury Festival in 1970 after hedge-hopping his way into a 1969 event at the Shepton Mallet showground featuring Led Zeppelin, Pink Floyd and various other rock fuddy duddies. He contacted an agent and persuaded the likes of T-Rex and Melanie to play in one of his fields and, well, that was it.

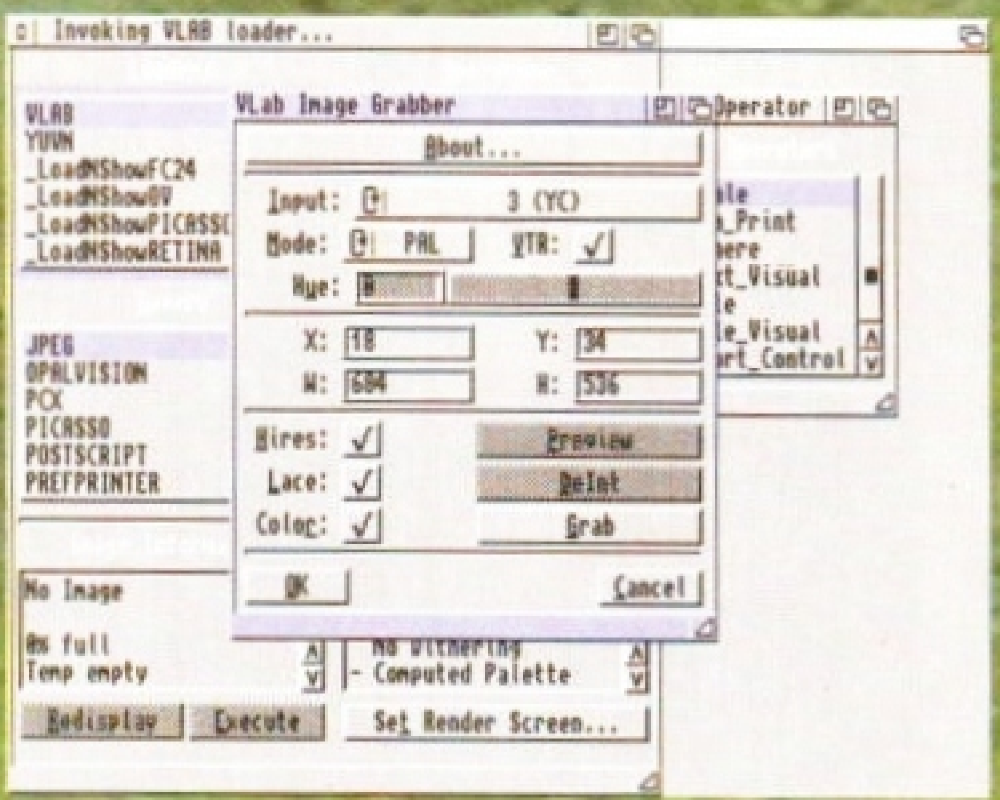
But then a group of hippies decided they wanted to hold a festival in Somerset. The story goes that one of the hairy, happy folk was sitting on top of Glastonbury Tor one morning, communing with nature and wondering where to hold the festival, when he spotted a rainbow rising from Worthy Farm. Aha, he thought. Now there's a sign if ever I saw one. Man.

A more cynical explanation is that the hippy people knew that Eavis was amenable to holding another festival, so they persuaded him to let them do it for him.

The hippies rented the farm house, wandered about the place naked, made large vegetarian meals, tinkled those little Tibetan bell things, took huge amounts of drugs (allegedly) and generally did the things that hippies did before they became magazine publishers, High Court judges and Members Of Parliament.

Anyway, the second festival took place with the likes of Arthur Brown, Traffic, Hawkwind and The Pink Fairies strumming away on The Pyramid stage and it has been going strong ever since.

Here's how Nick Veitch did the business on a copy of a copy of a copy of David Putnam's *Glastonbury Fayre*.



1 Using a decent video recorder (ie my own) and a copy of *ADPro*, individual frames were grabbed from the video using the V-Lab hardware and the V-Lab loader from *ADPro*.

hooray!

















2 Because we had *ImageFX 2* in the office, I decided to use that to adjust colour balance, contrast and so on. Sort of image preprocessing if you like. The results were then saved out as JPEGs.

3 Because of the poor quality of the tape (not to mention the original film), I removed some glitches and interference using *Photogenics*. Some images were smooth-scaled for better print quality.

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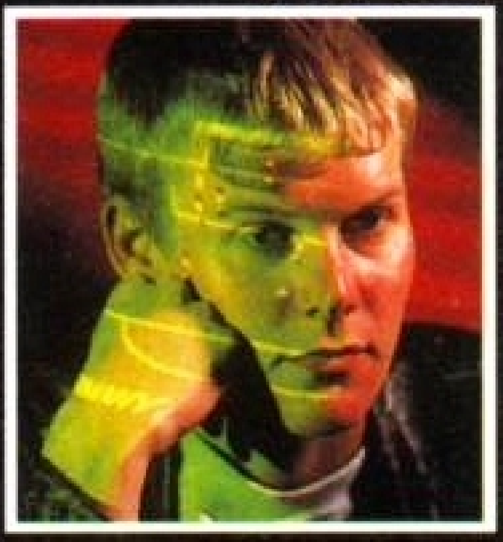
Virocop

Andy Braybrook returns with a sensational new shoot-em-up

.............................page 44

AMBERMOON: It looks good, but how does this new adventure escapade play. Find out on page 56

AMIGA FORMAT



DOOM FOR THOUGHT

The *Doom* wars are almost upon us and before we're all sick to death of first-person perspective shoot-em-ups, let us be grateful that the Amiga is still blessed with talented writers and dedicated gamesters. And with *Sensible Golf, Zeewolf 2, Flight Of The Amazon Queen, Super Street Fighter II, Frontier: First Encounters* and a host more big titles to look forward to, the future looks more positive than we could have hoped a few months ago.

One common complaint from software houses is the trouble they have persuading retailers to stock Amiga games, particularly A1200-only titles. Escom's purchase of the Rumbelows chain should solve the problem and once the A1200 is back in the stores, it seems unlikely that other chains will allow Escom to have a monopoly in stocking titles.

Graftgold return with their first title since *Empire Soccer, Virocop*, which was on last month's Coverdisk. Elsewhere, Domark's updated *F1 World Championship Edition* takes the chequered flag, but is it, ahem, the pits? Pinball returns, and although *Obsession* apes its predecessors, it had the office 'silver balling' for hours. Good news, too, for CD32 owners with the long-awaited release of *Syndicate*.

STEVE BRADLEY

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible, and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

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Overwhelmingly poor quality games with major flaws and appalling gameplay.

Less than 40%
The absolute pits.

IN PREVIEWS THIS MONTH ARE...

Steve Bradley gets a first look at *Gloom, Fears, Tiny Troops, The Big Red Adventure, Sensible Golf, Super Street Fighter II* and *Player Manager 2.*



GLOOM: The race is on for a *Doom*-beater.



SENSIBLE GOLF: New, improved formula.

REVIEWS

And the games just keep on coming. Steve Bradley reveals plans for three *Doom* clones, the first release from a new Amiga developer and so much more...

Previews







SUPER STREET FIGHTER II: The emphasis will be on gameplay rather than coin-op quality graphics, US Gold assure us.

SUPER STREET FIGHTER II

A500, A600, A1200, CD32 ■ US Gold 0121 625 3366

The recent upturn in fortunes for the Amiga beat-em-up hasn't gone unnoticed. *Mortal Kombat II* and Gremlin's excellent *Shadow Fighter* aroused interest in camps where the pugnacious genre had long-since been banished and US Gold are set to continue this fistsome trend with the release of coin-op and console smash *Super Street FighterII*.

Three versions are in development – CD^{32} with CD tunes, A1200, and a cut-down version of the A1200 to suit the A500 and A600.

Some nine months ago, Sheffield-based Freestyle Software, run by ex-director of Core Design and Gremlin Graphics Kevin Norburn, began coding the game from scratch, and US Gold reckon it will be: "considerably more advanced than the original." Ho hum.

Rather than try to replicate coin-op standard graphics, Freestyle are concentrating on speed and gameplay, a heinous tactic that Mirage could have indulged in when trotting out *Rise* (and fall) *Of The Robots*. So, Howard Glover (US Gold's PR fellow), have your say:

"The A1200 and CD^{32} version of *SSFII* is comparable in speed to the SNES version. The programmers at Freestyle spent a lot of time playing the console versions during the development and this is clearly where the inspiration was found. And the A1200 and CD^{32} versions will support six-button joypads, though Freestyle have developed a control system that gives access to all the moves to people with one and two-button joysticks".

Super Street Fighter II is due for release some time this month, at the somewhat princely price of £34.99.

PLAYER MANAGER 2

A500, A600, A1200
■ Anco 01322 292513

Positively microscopic detail next month, we cried only four weeks ago. Righto then. We featured *PM2* a bit last month but since then the bloke from Anco came to Bath and showed us a chunk of the game.

A five-year wait for a computer game sequel must be unheard of and remarkably, *PM2* will be the same price as its predecessor – an inflation-beating £19.99. The original *Player Manager* used the basic *Kick Off 2* arcade engine complete with management options galore. *PM2* improves by offering the *Kick Off 3* footer game with four different pitch views, an enormous management game and a *SWOS*-beating simultaneous four-player option. The isometric view looks rather odd, particularly because the pitch is quite small – you can see most of it at once.

As player manager, you can play all your matches, or simply manage them. Intriguingly, you can opt to play as a single player within the team framework rather than control every member in the side. You also get to pick what position you play – central midfield, please.

And with Alan Hansen previewing matches, and a comprehensive management input, *PM2* promises to be a threat to the current darling, *Ultimate Soccer Manager*. We'll bring you the full review next month.

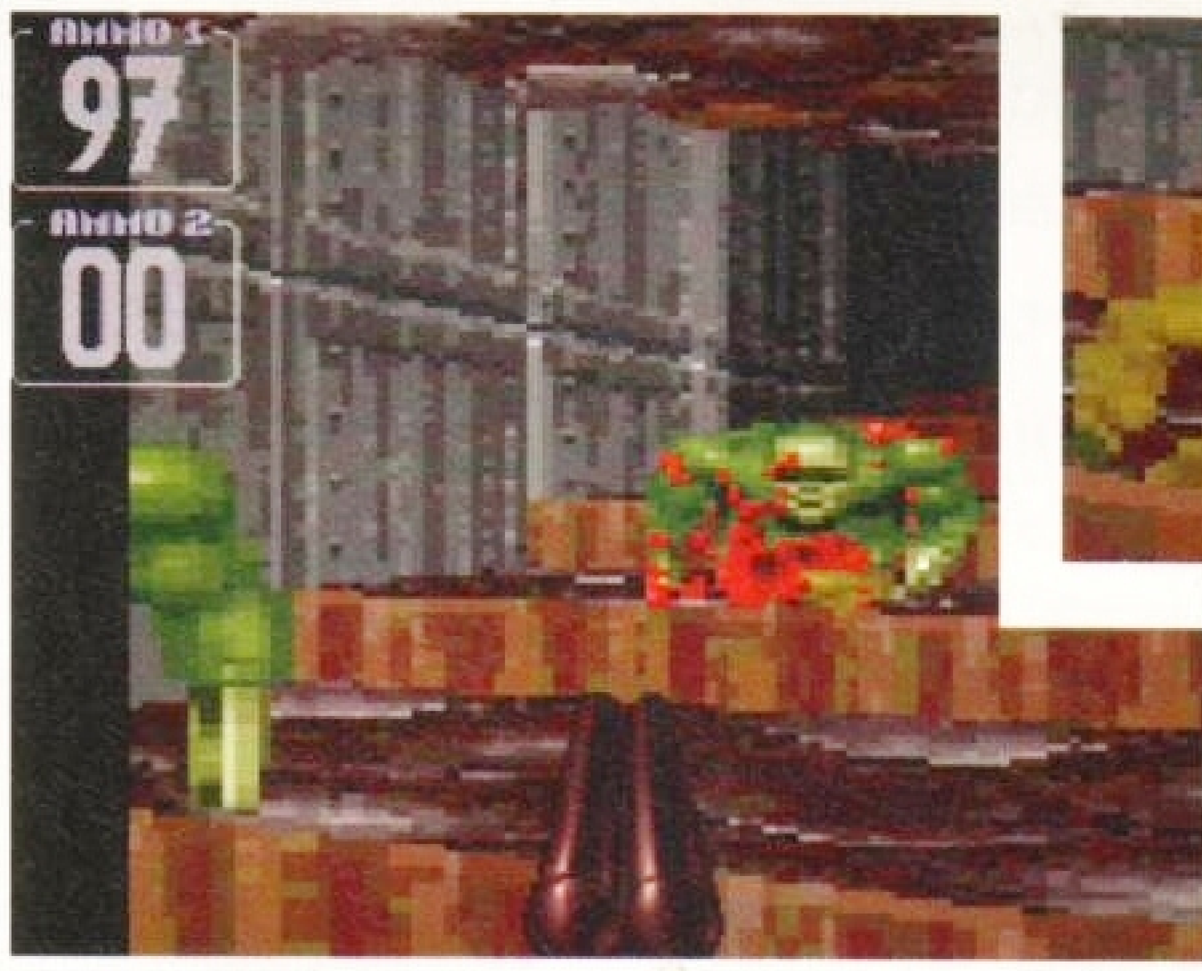


Continued overleaf ➡

PLAYER MANAGER 2: Five years after the release of the original, *Player Manager 2* is almost upon us.









FEARS: Left: *Fears* is likely to be released after the other two contenders for the Amiga *Doom*-clone crown. Above: We think you get the idea.

GLOOM: Mark Sibly from Acid Software is on the *Doom* trail.



GLOOM: Chaps in uniform are there to be shot.

GLOOM: Play against a friend and shoot them too.



← GLOOM

A1200 ■ Guildhall Leisure 01302 890000

They're out of the trenches and the bullets are flying thick, and indeed, fast in the race to produce the first Amiga *Doom* clone. A couple of months ago, our games Coverdisk demo featured a level of Team 17's final incarnation of the popular *Alien Breed* series, *3D*, as well as the already-in-the-shops *Death Mask* from Alternative, which, strictly speaking, is no more a *Doom* clone than *Bully's Sporting Darts*. But it's admittedly tremendous fun, which is the important thing, I find.

Any road, Mark Sibly, sidekick of Acid Software's Simon Armstrong has formed Black Magic and their first project is the almost-amusingly titled *Gloom*. His last Amiga credit was the fabulous shoot-em-up *Guardian* and if *Gloom* reaches such giddy heights of excellence then it should be, as they say, a winner.

■ ***Gloom* is a bit like *Doom*, only different, because it really wouldn't do for people to copy other folk's games.**

So. *Gloom* is a bit like *Doom*, only different, because it wouldn't do for people to copy other folk's games. Not that the race to release the first Amiga *Doomer* is a cynical exercise in marketing, but it is obvious that Amigaland has been collectively licking its lips at the thought of trundling around mazes spraying bullets at monsters and chaps in uniform.

Gloom has been on the go for about seven months and completion is nigh on, ahem, complete. Black Magic have incorporated a few graphical styles in the game and input heaps of levels. Instead of just monsters, there are soldiers parading around and, if accurate with bullet, their limbs fly and they scream oh-so loud. Cool.

Graphically it looks a little blocky at times but it ain't half bad, and they've dropped in options to enable you to change the size of the screen as well as the resolution. Also, a-la-*Death Mask*, there are one and two-player options and a head-to-head mode where you hunt down a friend and blow him or her to smithers. We can look forward to a very bloody Summer.

FEARS

A1200 ■ MANYK 0181 542 2687

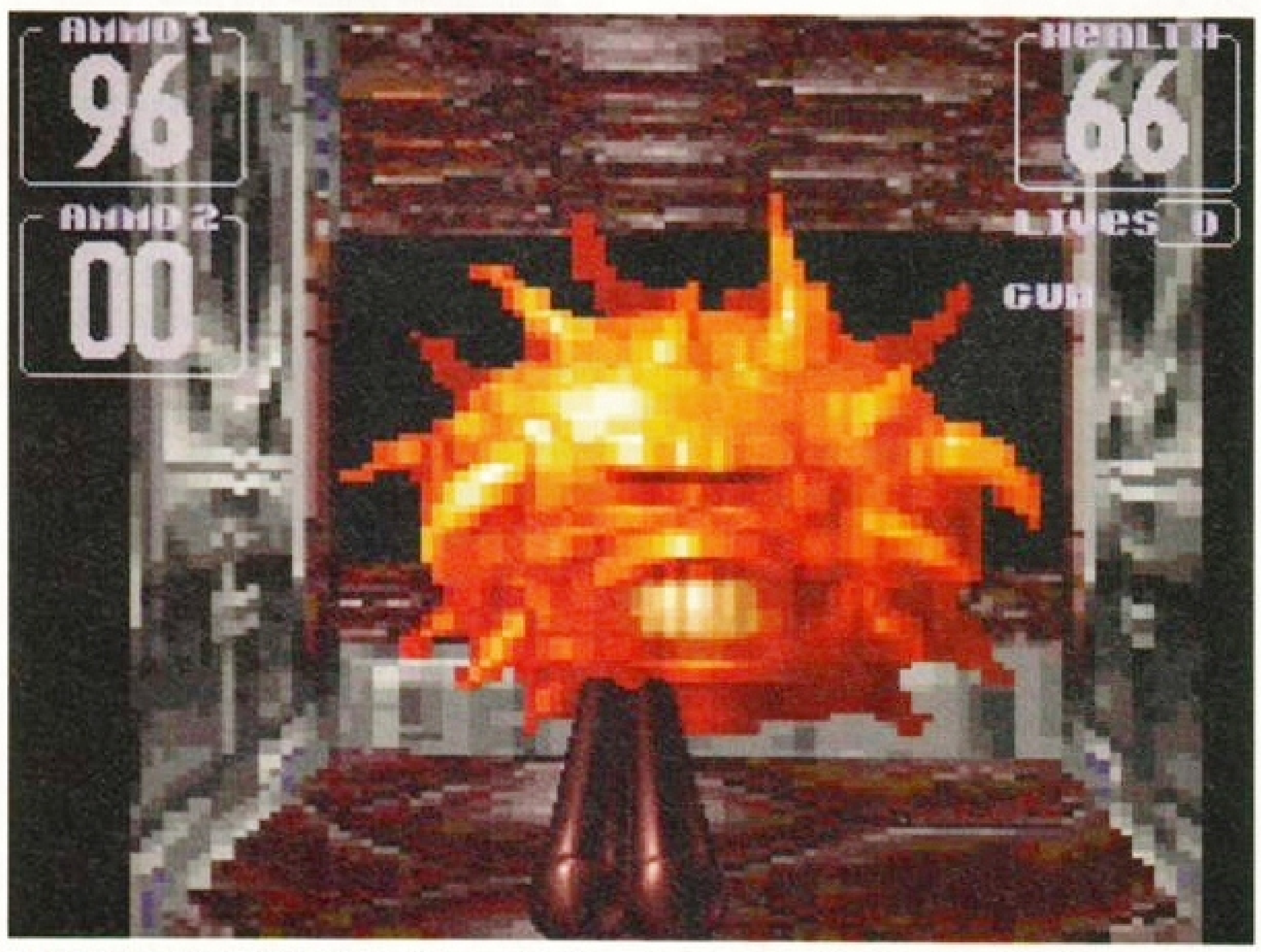
Alien Breed 3D, *Gloom* and now *Fears*. These are the main contenders, all fighting to be THE first-person perspective shoot-em-up on the Amiga, or, to coin a more popular phrase, the top *Doom* clone. Having looked at all three, we reckon they're much of a muchness at the moment. *Fears* is being developed in France by a group of, not surprisingly, French chaps. Frederic Heintz is the programmer, and although we don't believe in the 'Auteur' theory, we won't bother listing everyone involved. Not that we don't know. We do. Just, you don't need to.

Will it be better than *Breed 3D* and *Gloom*? And is *Fears* anything like *Doom*? If you purchased our sister magazine *Amiga Power* last month then you probably played the demo – if you have an A1200. And, corks, if you haven't, then you won't be able to play any of the games when they're released. And, corks again, you can't go out and buy the machine. Unless you get one second hand. Vicious and circular.

Anyway, *Fears*. The demo runs at pace, the monsters are big blighters and with serial link options, levels and weapons galore and plans for a CD32 version, *Fears* looks a choice, slight cough, choice. But it won't be out until after *AB3D* and *Gloom*, and by late August, we could have had our fill of such fodder.



Continued overleaf ➡



FEARS: Programmed by a French team, the *Fears* demo runs quickly. As should you if someone points an extremely large gun in your direction.

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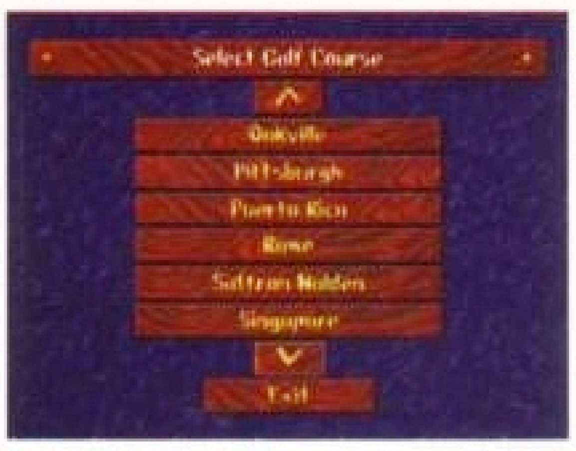




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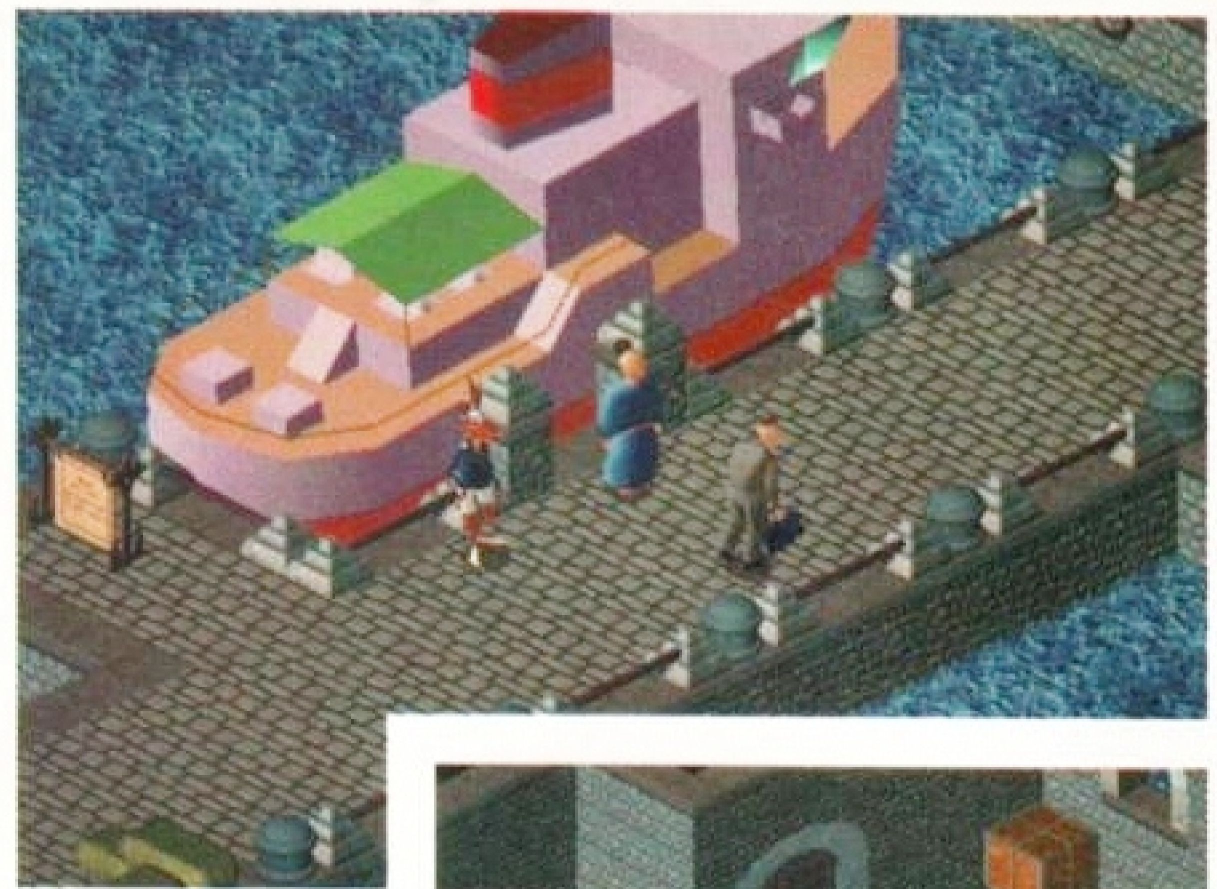
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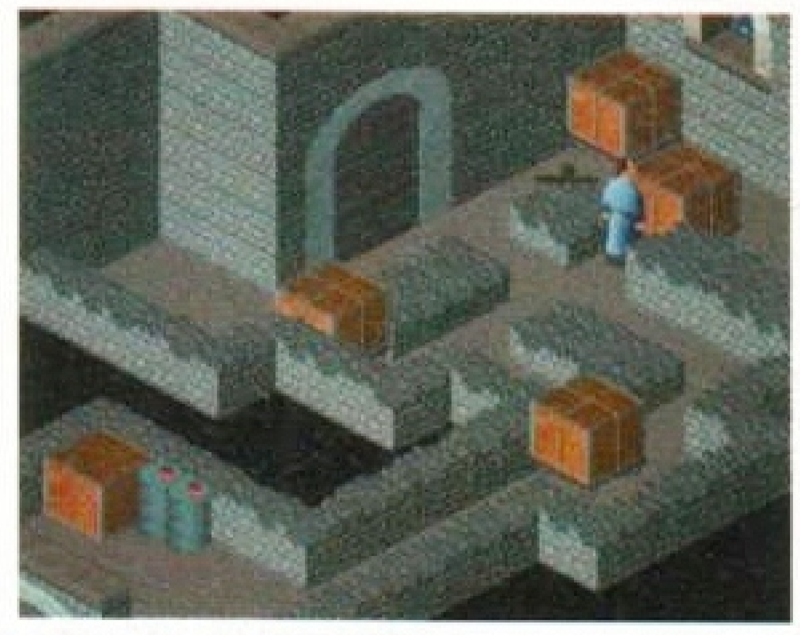
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SENSIBLE GOLF: Originally a tad disappointing, *Sensible Golf* has now been tweaked and improved. But, hey, you've already played the Coverdisk, so you know that.







THE BIG RED ADVENTURE: The return of the witty point 'n' click adventure, *The Big Red Adventure* has an unusual plot.

■ **Sensible are renowned for attractive, playable and, of course, huge-selling games.**

← SENSIBLE GOLF

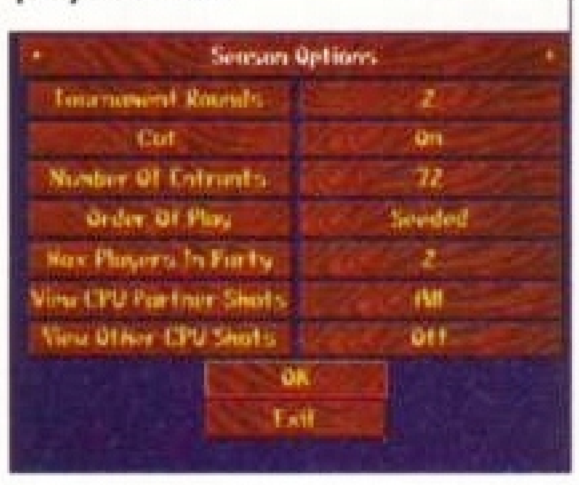
A500, A600, A1200
■ Virgin 0181 960 2255

Sensible Golf was originally pencilled in for release late last year but what with *SWOS* and *Cannon Fodder 2* on the go, and *Golf* being on the poor side of crap at the time, it has mercifully slipped a few seasons. But, it's shaping up nicely now, as you'll know if you've trundled around Bath Waters on the Coverdisk.

Sensible are renowned for attractive, playable and, of course, huge-selling games. Golf doesn't have the mass appeal of footie and strategic shoot-em-ups, but the Sensible name is big enough to carry virtually anything.

Sensible Golf uses an overhead perspective (other golf games don't) and you get to see the course from a crow-flying angle. It's difficult to judge distances and the clubs the Amiga offers are usually not the best to use, so it's a case of practice makes perfect. The courses are invariably tricky with water hazards everywhere so tactics play a major role. Tournament, Season and Single Round options are included and there are 25 courses based on the mix and match of 72 holes. *Golf* was due to be finished as we went to press. so the review will reveal all next month.

SENSIBLE GOLF: A bit of fiddling here and you should be ready to play around.



THE BIG RED ADVENTURE

A1200, CD32 ■ Core 01332 297797

That most neglected of sub-genres, the humorous point 'n' click adventure, is making a welcome, albeit brief, return with Core Design's *Big Red Adventure.* The project seemed to have been shelved a few months ago but the rails are firmly mounted once more. Set in Russia, the tale tells of some old Red Army ("Red Army", repeat to fade...) fellows who're plotting to return the country to Communist (gasp) rule, and only three foreigners can stop 'em.

The three characters, thin brainy sort, hard sort and woman, each have their own story line and you play them all to conclusion (if you buy it). And it's reckoned to be humorously LucasArts-esque. So there. I've never written 'watch this space' before so here goes... no, I just can't.

TINY TROOPS

A500, A600, A1200, CD32
■ Mindscape 01444 246333

This sounds interesting. A graphic ringer for *Micro Machines*, the battlesome qualities of *Cannon Fodder* and the puzzle element of *Lemmings.* Cute, hard and clever. Troops battling it out around the house with you controlling their every action.

The programmers are Harrogate-based Phoenix, a team which has done cart versions of *Addams Family* and *The Lion King*, and the GameBoy translation of *Sensible Soccer.* Phoenix's Darren Melbourne explains *Tiny Troops* thus: "The original idea came about three years ago but we only started it a year ago. I've always liked the idea of *Lemmings* and its puzzles mixed with the ability to shoot other characters. *Tiny Troops* has different types of soldier and you have to choose the right sort to go into each mission. Most missions should only last three minutes, some about 30 seconds but it's getting the tactics right. On many, there are only one or two sequences that enable the mission to be completed – it's much more strategic than *Cannon Fodder*".

Tiny Troops is due for release later this month and happily, there will be versions for all Amigas, including the CD32. If it plays as good as it sounds *TT* should be rather fun.

Continued overleaf ➡





SENSIBLE GOLF: Viewed from the perspective of a passing crow (or sparrow for that matter), *Sensible Golf* combines an arcade style with strokeplay.



TINY TROOPS: The first offering from Phoenix for the Amiga is described as a cross between *Lemmings, Cannon Fodder* and *Micro Machines.* Sounds interesting.


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What's hot and what's not? What's cool and what leaves you cold? Only the charts can reveal this. Steve Bradley brings you all the latest info.

The charts are copyright ELSPA

The top games

CLOCKWISE FROM LEFT: Still riding high *Sensible World Of Soccer* remains a firm favourite and *Premier Manager 3* continues the strong football theme in the charts. As does *Manchester United: The Double* (*surely some mistake – Ed*); and, my, what a sporty lot you are: *PGA European Tour* jumps four places to number 8.

CENTRE: The excellent *Super Skidmarks* beats off all comers to retain the number one spot.

Weekly chart updates can be found on FutureNet, Future Publishing's own Internet site: http://www.futurenet.co.uk.computing/amigaformat.html





SHADOW FIGHTER: Yes, we know it's a new game, but *Shadow Fighter* qualifies for the budget charts because it's cheap.



THEME PARK: Still a big fairground attraction with A1200 owners. Make your own candy floss and toffee apples.



PINBALL ILLUSIONS: Silver ball game tops silver disc charts. Flippin' heck!

Top 10 CD32

	Game	Score
1	**Pinball Illusions** (21st Century)	88%
2	**Skidmarks** (Acid Software)	FG90%
3	**Rise Of The Robots** (Mirage/Time Warner)	18%
4	**Jungle Strike** (Ocean)	87%
5	**Microcosm** (Psygnosis)	87%
6	**Roadkill** (Acid Software)	75%
7	**PGA European Tour** (Ocean)	83%
8	**Bump 'n' Burn** (Grandslam)	77%
9	**Super Putty** (System 3)	FG91%
10	**Zool** (Gremlin Graphics)	FG90%

THIS MONTH'S FULL-PRICE TOP 20

Position	Game	Score
1 (1)	**Super Skidmarks** (Acid Software)	FG92%
2 (2)	**Sensible World Of Soccer** (Renegade)	FG95%
3 (RE)	**Manchester United: The Double** (Krisalis)	59%
4 (3)	**Beau-Jolly Compilation** (Beau-Jolly)	FG90%
5 (4)	**On The Ball: League Edition** (Ascon Sports)	70%
6 (10)	**Theme Park** (Bullfrog)	FG91%
7 (5)	**Premier Manager 3** (Gremlin Interactive)	85%
8 (12)	**PGA European Tour** (Ocean)	83%
9 (8)	**UFO: Enemy Unknown** (Microprose)	FG90%
10 (6)	**Jungle Strike** (Ocean)	87%
11 (13)	**Cannon Fodder 2** (Virgin)	FG90%
12 (17)	**World Cup Year '94** (Empire)	FG94%
13 (Re)	**Empire Soccer** (Empire)	87%
14 (16)	**Football Glory** (Black Legend)	80%
15 (7)	**FIFA International Soccer** (Electronic Arts)	79%
16 (Re)	**Rise Of The Robots** (Mirage/Time Warner)	18%
17 (14)	**Crystal Dragon** (Black Legend)	75%
18 (9)	**Championship Manager Italia '95** (Domark)	65%
19 (-)	**Voyages Of Discovery** (Black Legend)	80%
20 (RE)	**Team 17 Collection Vol One** (Team 17)	83%

Top 10 Budget

	Game	Score
1	**Shadow Fighter** (Gremlin Interactive)	89%
2	**Terminator 2 – The Arcade Game** (Virgin)	70%
3	**Fantasy Manager** (Anco)	48%
4	**Premier Manager 3 Multi-Edit** (Gremlin Interactive)	Not reviewed
5	**Kingpin** (Team 17)	67%
6	**Lemmings** (Psygnosis)	FG92%
7	**Monkey Island 2** (Kixx XL)	FG93%
8	**Dune 2** (Hit Squad)	79%
9	**Space Hulk** (Hit Squad)	79%
10	**Magic Boy** (Empire)	83%

Top 10 A1200

	Game	Score
1	**Theme Park** (Bullfrog)	FG91%
2	**Roadkill** (Acid Software)	75%
3	**UFO: Enemy Unknown** (Microprose)	FG91%
4	**Strip Pot** (Pixel Blue)	10%
5	**Sim City 2000** (Maxis)	FG92%
6	**Rise Of The Robots** (Mirage/Time Warner)	18%
7	**Guardian** (Acid Software)	89%
8	**Burntime** (Max Design)	80%
9	**Football Glory** (Black Legend)	80%
10	**Pinball Illusions** (21st Century)	88%

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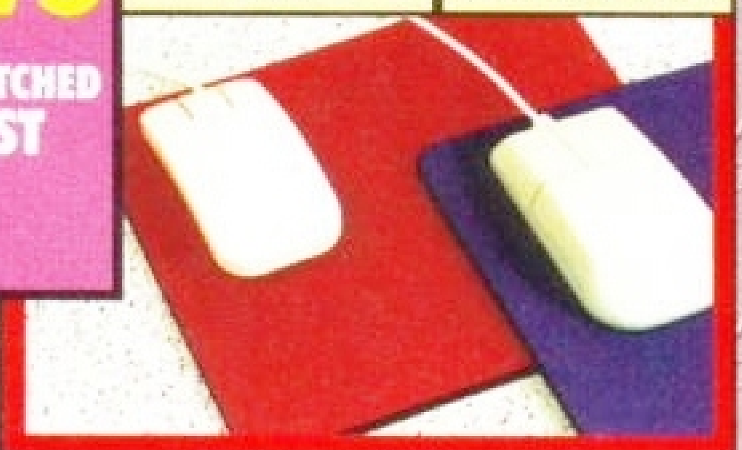
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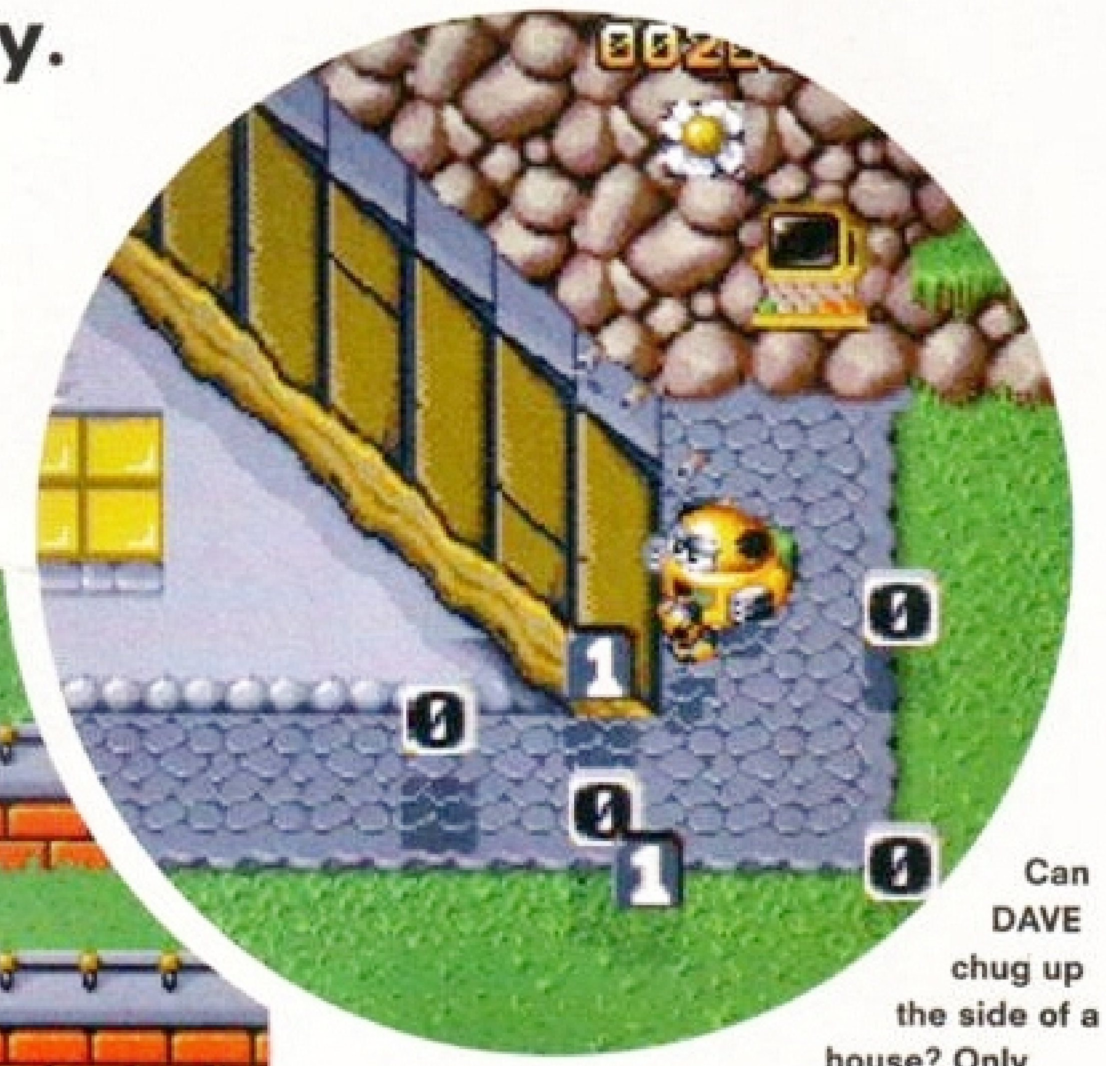
This is called the strap and I can never think of anything to write. Still I've wasted some space so I can get on with the review, writes Steve Bradley.

Virocop





DAVE casually strolls around the *Pacman*-style maze, collecting the points bonuses and blasting the blessed round yellow things.



Can DAVE chug up the side of a house? Only with a decent run up, but collect the points first. Is that a next-generation Amiga on the back wall?

There is one very odd level in this game. Well, there are a few, but one stands out as being a maverick among misfits. You join it at the end of the first phase, the Sports levels section, one of which you may well have played, for it featured prominently on last month's games Coverdisk.

Anyway, you find yourself in the middle of an ice rink. At either end are two cheerleaders (four in total) and they're frozen in blocks of ice. Watching from the sidelines is the fox from *Fire And Ice* and two chaps who look like they may have appeared in *The Chaos Engine*, one chewing gum menacingly, the other squeezing a cola can. They could be just regular guys, though.

So, this whistle blows and a hockey player enters the rink thwacking energy-sapping pucks across the ice. Two team mates follow and you basically scoot around avoiding the pucks, getting in shots and picking up cash credits when you can.

When you've dispatched the players, you come to a standstill. The iceblocks melt and the cheerleaders skate up to the centre of the rink and you follow, though you're not in control. They then do a little dance and you're given a password for access to the next level. It's quite unnerving the first time it happens, honest – I thought I was going to get 'done' by killer cheerleaders.

Virocop has a lot of slightly unusual touches, though it doesn't disguise the fact that it's very much a shoot-em-up in the traditional mould, despite the rarely used almost-but-not-quite-viewed-from-above perspective a-la *Chaos Engine*. The plot is of the garbled futuristic school and the manual wibbles contentedly about GamesDisks and virtual holidays, and how a virus has spread and only DAVE, which stands for something or other, can repair the damage. And how the GamesDisk controller got a stern telling off from the finely-monickered boss, Shacklehaus.



Team play

Virocop is quite similar in style to *The Chaos Engine*, though, unfortunately, it doesn't offer a two-player mode. Well, it does, but it's a team mode and one person controls the weaponry while the other moves DAVE, which isn't as good as having DAVE times-two trundling around the levels. But no matter, there is plenty here worthy of attention.

The GamesDisk viruses are spread across disparate game genres and although this sounds like you get to play different styles of action the premise is basically the same – destroy all and upgrade weaponry at the end of the level. The power-ups are produced by enemies as you dispatch them, though



Spot the graphical references to... go on, you know... *The Chaos Engine*. Even the frogs jump on to you.



The soldiers strafe you with rather puny looking bullets, but they're devastating.



Exterminated by the might of a battleship and several mini soldiers.



The kid lets off steam in a secluded corner, the exasperated expression a sign that this gig is taking its toll.



The end of the road for DAVE as he explodes in pieces. And there was an energy bar just waiting to be picked up.



they're quick to depart the scene. DAVE is fluid of movement and those with joypads can change their weapons at the touch of a button.

We're *Amiga Format*, we have joypads. Although the first few levels can be tackled with standard bullets and bombs, once you head into the second series of levels entitled Urban Jungle, extras such as protective plasma, twin missiles and mini flame-throwers come in mighty handy.

Graphically, Graftgold have called upon, in particular, *Cannon Fodder* and *The Chaos Engine* though rather than copying them, they're more affectionate takes of Michael. In the He Who Dares Wins levels, tiny men with machine guns, choppers and tanks surround and blast you without mercy, and if you didn't upgrade your arsenal, the end is nigh on nigh for all but the most gifted blasters. Admittedly, your correspondent isn't one such fellow.

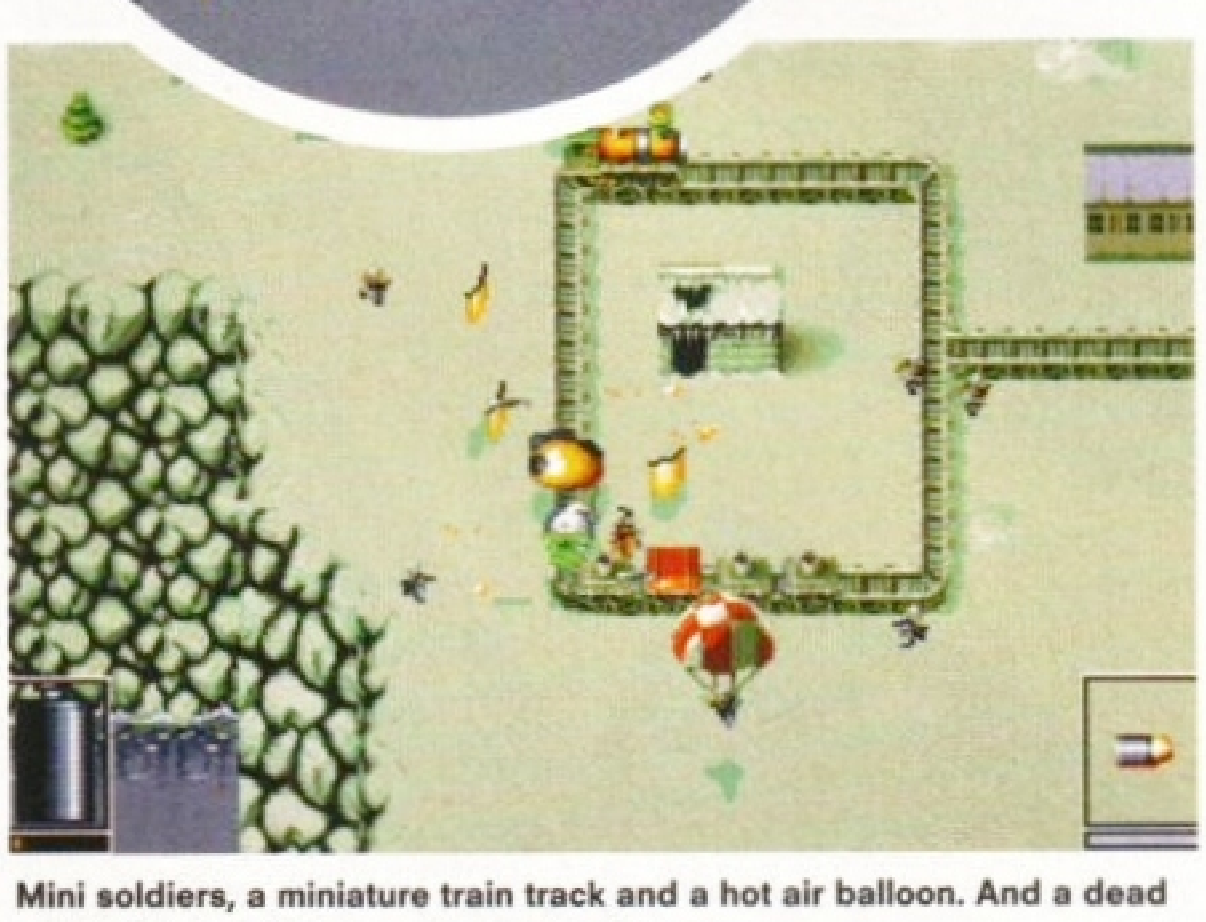
Virocop offers nothing new to eager bullet heads. It looks great, the visual touches are superb and the odd short level (such as the ice rink affair) breaks up the action nicely. You could say very much the same thing about Core Design's wonderful *Banshee*. It's a shoot-em-up that makes your armpits perspire, that ensures you shout "flip" as you take a wrong turn, or fail to land on the right part of a ramp for the umpteenth time. But importantly, *Virocop* is fun, not least because it's incredibly slick and it allows you to clunk around the levels at your own pace, working out ways to tackle the next problem.

Me? I still prefer *The Chaos Engine* because of its two-player option but *Virocop* firmly maintains the grand position of quality Amiga shoot-em-ups. Now, if Graftgold wanted to do a sequel, they could do a two-player option and have SAM and DAVE... AF



It's even got a steeplechasing bit, though DAVE appears to have been thrown already.





Mini soldiers, a miniature train track and a hot air balloon. And a dead robot. Oh dear, that wasn't meant to happen.



A bridge too far? Don't do it DAVE, you'll never make it. (It's just like that bit in *Speed* where the bus has to jump the gap in the freeway.)

VIROCOP

Publisher
Renegade 0171 391 4300

Price
£25.99

Versions
A500/A600/A1200

System requirements
1Mb and 2Mb

Release date
Out now

Graphics 8 out of 10
Rather tasty and with many a neat touch. Success.

Sound 8 out of 10
By jove, the music is actually good. I'm going for a lie down.

Addiction 8 out of 10
A new spin on the genre, *Virocop* plays with ease.

Playability 8 out of 10
Smooth scrolling, robot rolling and darned difficult.

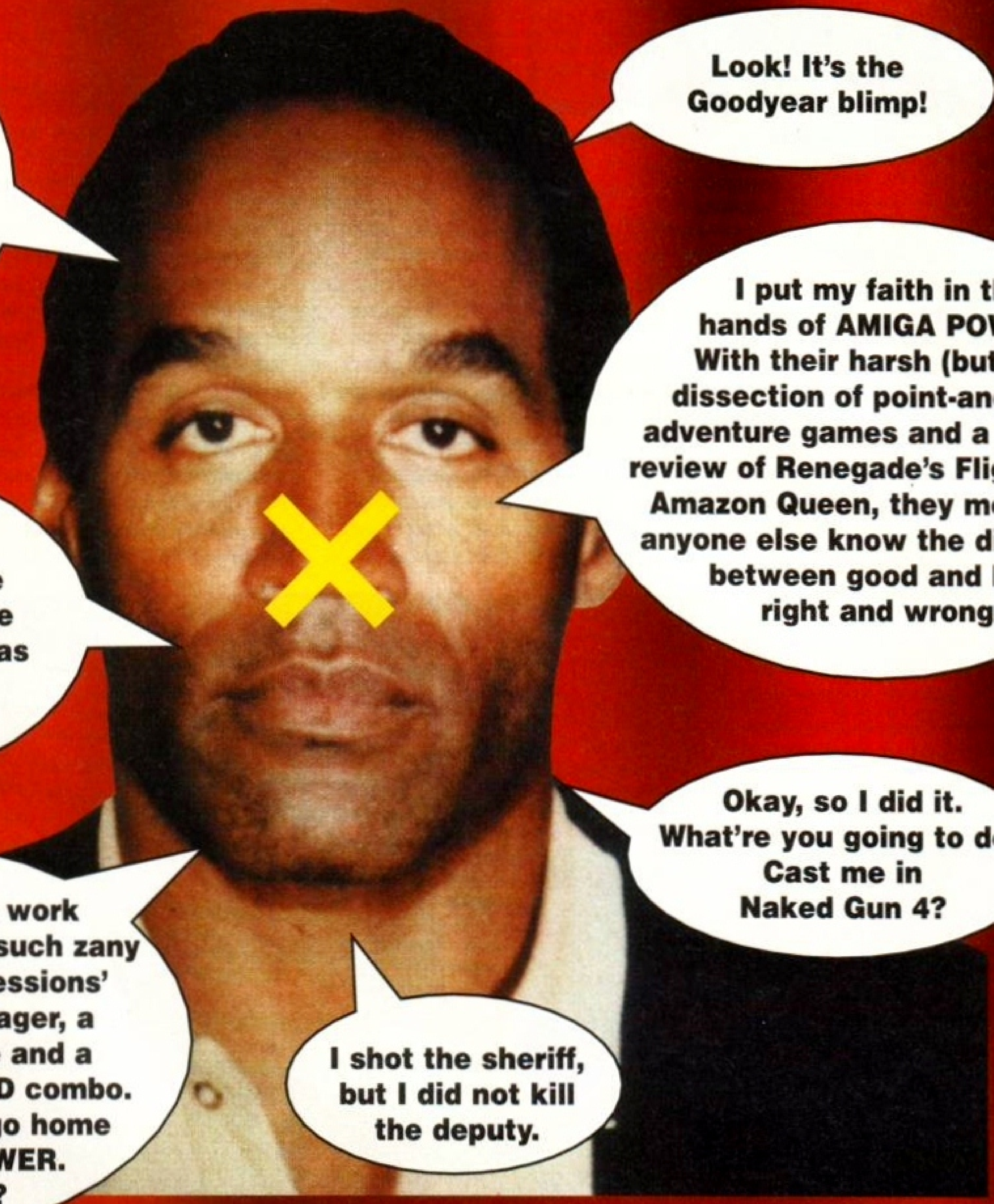
Overall verdict
A playable, interesting and visually stimulating shoot-em-up which calmly takes its place along side the Amiga's better examples of the genre.

83%

■ *Virocop* is very much a shoot-em-up in the traditional mould.

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"Can we go home now? Please? Sob." - The Jury

"I never rated him any way. The ham." - Leslie Nielsen

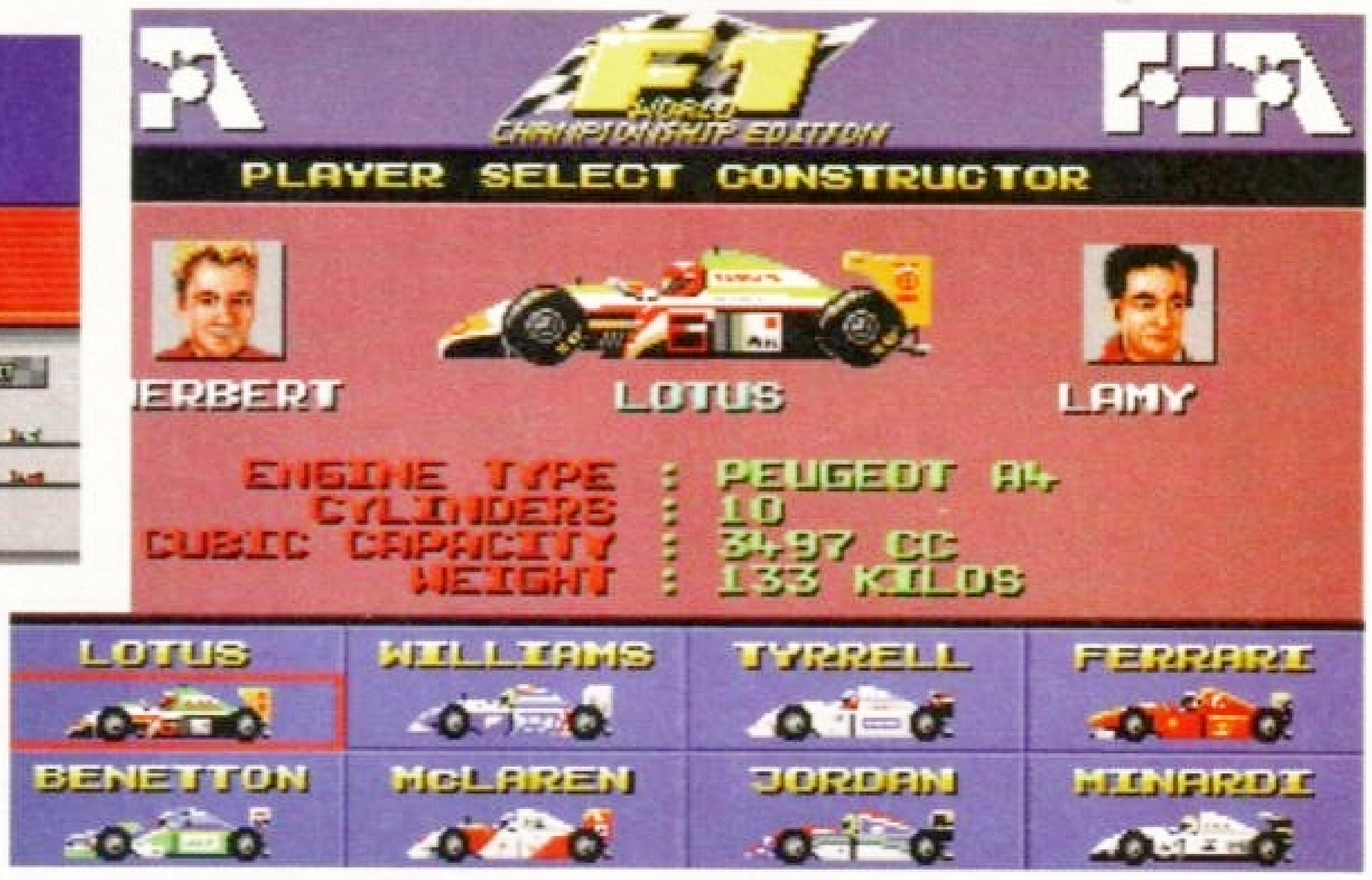
"Gimme an O! Gimme a J! Gimme 40 years to life! Raaay!" - Cheerleaders, Dallas Cowboys.

First there was *Vroom* and then came *F1*. Steve Bradley straps on his seat belt to discover whether the latest incarnation takes pole position.



F1 World Championship Edition





Although this has appeared in a couple of guises before, *F1 World Championship Edition* improves on them, though not to the extent of forking out £30 for the new version.

This racing game is serious in pace. No sooner have you leaned forward on the joystick than you're careering past Michael Schumacher along the back straight, travelling at up to 200 miles per hour. But, hey, just a minute, haven't we seen this somewhere before?

Disturbingly, the answer is yes. Back in May '92, *Vroom* arrived from UBI Soft followed two years later by a revamped version of said title from Domark, this time entitled *F1*. Both are excellent games, and *F1 World Championship Edition* is another fine number. Except the startling similarities lead one to wonder about value for money.

The first two versions rolled in at £26 while *F1 WCE* costs £30. 'An official product of the FIA Formula One World Championship,' exclaims the packaging, and Domark have obviously invested more than a pretty penny in buying up the licence, including all the official racing teams, drivers and circuits – which explains the need to recoup cost. Sure, a different programming team have written this version, but it's no more than a reconditioned game engine.

F1 WCE is an excellent racing game. It's very quick, graphically pleasant and blessed with options. Three levels of difficulty and the choice of five to 20 laps – race for any of the constructors teams and choose to be your favourite driver – you may even be yourself. How nice. And with Championship, Knockout and Practice modes, and best of all, a two-player with split-screen, you're getting a whole load of... erm, similar options to the last version of *F1*.

The pits are prettier, now. You can swoop in and change tyres, fill up with juice and watch the little chaps at work. But it would have been nice to have more control options. In Automatic, you press up and down on the stick/pad to accelerate and brake respectively, while Manual calls for a tap on the fire button to change up and down the gears. Check out the options in *Lotus 2*, they let you dabble to suit yourself, though *F1 WCE* does let you use the keyboard.

This has turned into a bit of a whinge, but I don't mean to be rude. *F1 WCE* is one of the best racing games on the Amiga. The cars corner and straighten superbly, tracks are abundant and in two-player mode it's a real blast. No, the real problem is the cost. If you have the last version of *F1*, then don't bother with this. If you've yet to discover the delights though, *F1 WCE* won't disappoint, though one would delight at a price of £20 and under.



If you swing a little to the left, you can then take the inside line at the left-hand bend. But the guy in front could cut you off. Ooo, decisions.



The cars move with an easy grace, though you must beware of ramming straight into the back of the cars in front. Yes, *F1* is that fast.

F1 WORLD CHAMPIONSHIP EDITION

Publisher	**Domark 0181 780 2222**
Price	**£29.99**
Versions	**A500/A600/A1200**
System requirements	**1Mb**
Release date	**Out now**

Graphics 7 out of 10
Commendable, though not significantly different from *F1*.

Sound 6 out of 10
That sort of revving sound you get from cars.

Addiction 8 out of 10
Compulsive. Hours and hours of motoring.

Playability 8 out of 10
This game has a fine feel, with superb car movement.

Overall verdict
***F1 WCE* is one of the best Amiga racers though it isn't significantly different to the last *F1*. Therefore, it is expensive.**

76%

■ ***F1 World Championship Edition* is one of the best racing games on the Amiga**

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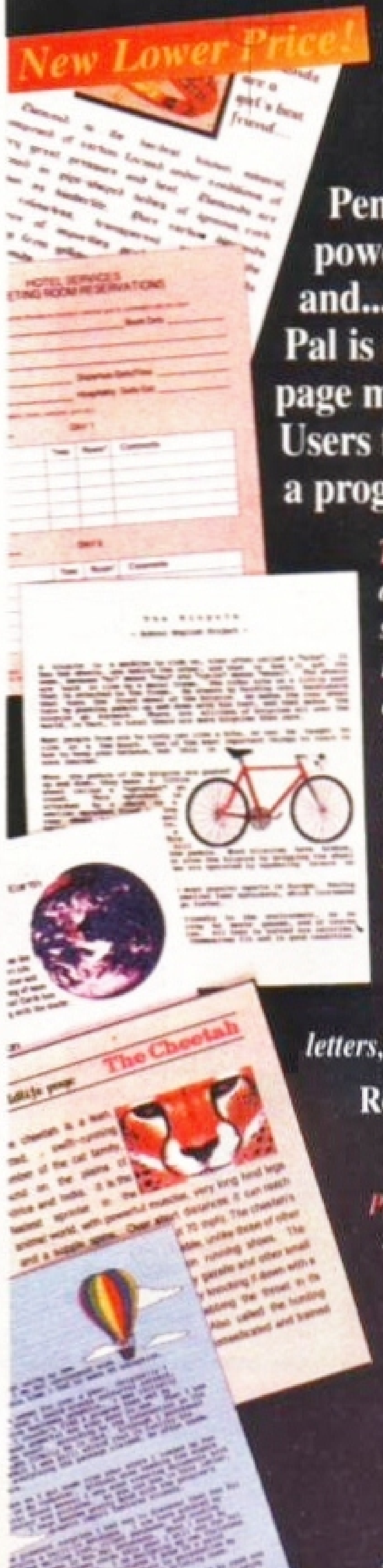
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And I thought she was going to take her bra off. Steve Bradley discovers that losing your cherries and holding your melons gives you little credit.



Strip Pot

This is an adults-only fruit machine game. Nothing more, nothing less. The reward for the successful bandit is the glimpse of the female figure, some are clad, some are not, and some gradually discard items of clothing as you totter up the table. So, it's tottie on a table, then. Interestingly, well, not really interestingly, a substantial amount of the women are pictured holding a telephone receiver to their ear, though one lass, bizarrely appears to be clutching a tortoise to her lughole. Erotica in the 1990s, readers.



It's a fruit machine. And all for only 30 gold coins, or 15 if you want the floppy version, you can nudge and gamble your way through pictures of semi-naked women. If you must.

Nudge, nudge

The CD^{32} version is 30 knicker, the A1200 translation half the price, though there seems absolutely no difference between the two, except the women do a slightly more gradual strip on the CD^{32}. Damned expensive, I sincerely hope you'll agree, particularly when you consider the superfluity of Public Domain fruitsters. One could quite reasonably suggest that a few back copies of *The Sun* and a PD disk would do a similar 'job', if you will.

I don't play fruit machines. Never. So while the rest of *AF* snigger at my attempts to achieve three cherries, suggesting that my hours of 'research' could be better spent ensuring smoke comes off of my keyboard, I have to admit I'm enjoying myself. Not that *Strip Pot* is any good, for it is a piece of crap, it's just that having never been a one-armed bandito, the spinning wheels are holding my interest, such is the life of the Friday afternoon games reviewer.

The box suggests that those with a CD version and an FMV cartridge will be party to short video clips, only the box is the PC CD-ROM packaging with a couple of CD^{32} stickers added for good measure. Our intrepid investigator found no such clips on his CD^{32} avec FMV, so if you've purchased this with a view to a, slight cough, thrill, then you may be sorely disappointed.

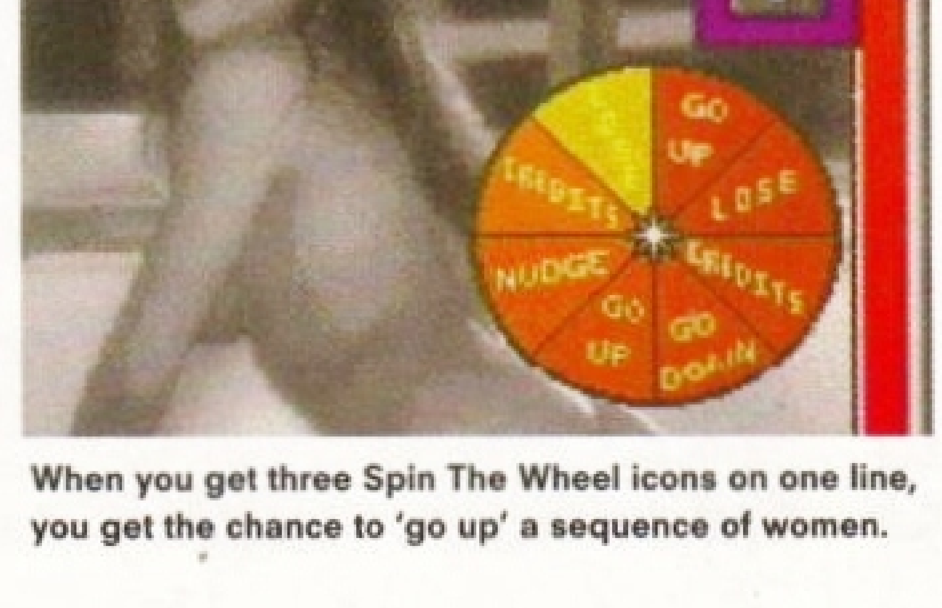
So it's like this. You play for extra credits and nudges. Credits give you the chance to shoot up the table, nudges allow extra control when you're after extra credits, much like the machine at the local tavern.

There are five sets of women and to go up a woman, unfortunate turn of phrase that it is, you must achieve three Spin The Wheel icons, then rely on a roulette spinner to land on Go Up. After an hour or so you'll have seen most of the women – some make more than one appearance – and the 'impetus', if I may be so bold, is gone.

Unfortunately, many of the women look as though they've just arrived fresh from a Reader's Wives shoot (clutching a telephone, of course) and this sullen excuse for entertainment is tosh of the complete variety. There is no justification for this nonsense. Go to lengths to avoid it, please.



Owing to the explicit nature of the content herein, we regret we are unable to bring you pictures of the lollipop lady from Hemel Hempstead.



When you get three Spin The Wheel icons on one line, you get the chance to 'go up' a sequence of women.

STRIP POT

Publisher
Guildhall Leisure 01322 890000

Price
CD^{32} £29.99, A1200 £14.99

Versions
CD^{32}, A1200

Release date
Out now

Graphics 3 out of 10
Dull bandit, awful pictures.

Sound 5 out of 10
A little jingle every time you pull your lever.

Addiction 4 out of 10
Oh yes. If it's free, and for about an hour.

Playability 4 out of 10
Easy to get to grips with sounds about right.

Overall verdict
A complete and utter waste of time, and all for a quite outrageous price. Who could ask for anything more?

10%

Many of the women are pictured with a phone to their ear, although one appears to be clutching a tortoise.

Steve Bradley takes on hardened silver baller, Richard Jones and discovers that you don't need pockets full of shrapnel to turn the tables.

Obsession

OBSESSION

Publisher	**Merlin**
Price	**£29.99**
Versions	**A500/A600/A1200**
System requirements	**1Mb**
Release date	**Out now**

Graphics	7 out of 10

Pretty pretty. No, very good, particularly for 1Mb.

Sound	8 out of 10

I actually like the tunes, and the spot effects suit you, sir.

Addiction	7 out of 10

Oh yes, Desert Run and Bats 'n' Balls are the ones.

Playability	7 out of 10

Occasionally sluggish, but overall *Obsession* is a sound enough performer.

Overall verdict

Really a rather fine pinball game though overshadowed by *Pinball Fantasies* and *Pinball Illusions*. Therefore, expensive.

74%

■ It rather slips down the side lane because of the competition



DESERT RUN

Desert Run is the friendliest table, and the most feature-lead, as you travel the Paris-Dakar rally. Collect money at the stages, buy fuel and light the pitstop lamps. Everything is done to order. Dull, some might think, but I like the discipline of Desert Run.

X-ILE ZONE



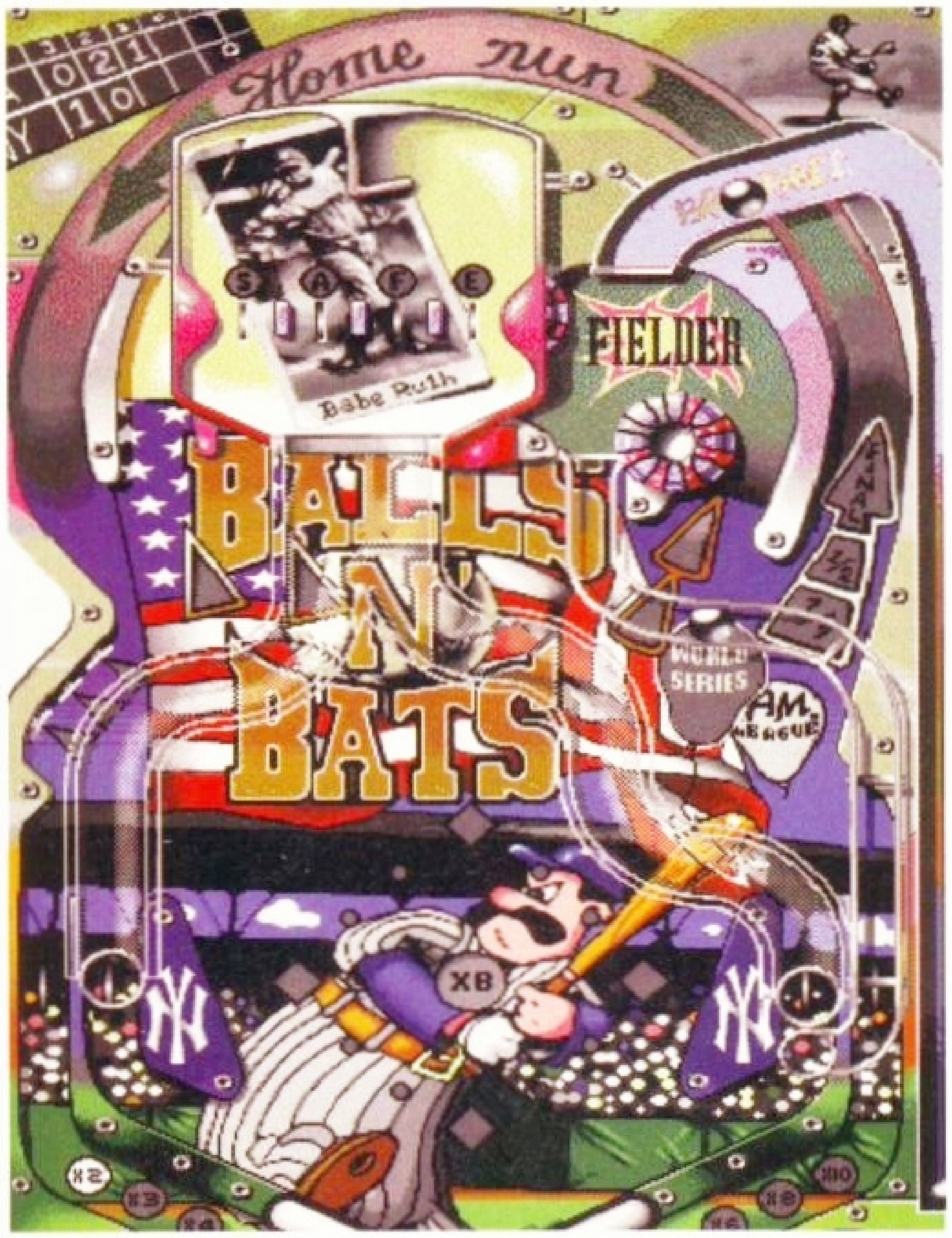
A lively affair, though it's a mite cluttered. Post-nuclear war attack is the theme as you steal security cards, log on to mainframes and assassinate rival leaders. Competently average.

AQUATIC



The only table with a proper skill shot, explorer Bobby chases treasure while evading evil Captain Notpolite. Roll the ramps, attempt to spell PEARL and activate a points bonanza. The third best.

BALLS & BATS



A baseball table and the best of the bunch with an excellent Pitcher's Box feature. A pitcher hurls a fast, slow or curved ball from above. You have to control the ball and thwack it right around the top of the table to score a home run. Even the chirpy beach music is bearable. The Silver Ball.

There was a brief period when it seemed most of *Amiga Format* were obsessed with pinball. Not the computer variety, you understand, rather the big fellows who greedily swallow pound coins at the local hostelry.

Upon hearing the hometime bell, chairs would be placed firmly on desks and out we'd troop, ready to do battle with the silver ball. And though we'd occasionally lose horribly, the thrill of a big score would keep us sufficiently interested to return the following day. But the physical nature of the game does not computer-translate, and without denying that previous pinball games have been awfully good fun, some of us harbour reservations.

Heads turned briefly when *Pinball Illusions* multiballed its way into view, but *Obsession* – written very much in the vein of *Pinball Fantasies* – seems, on the face of it, a rather pointless exercise. If you can't rattle the blessed features of *Pinball Illusions*, why silver ball at all? You can play *Obsession* on all 1Mb Amigas, and it's got one more table than *PI*. So blinking what? It's got two really rather fine tables – so has *PI*. Sorry, if you have *Pinball Fantasies* or *Illusions*, you'd have to be dreadfully keen to unleash a further thirty nicker.

Mechanically, it's not as slick as Digital Illusions' efforts, (but then this is a port from the successful Atari ST version), but the way the whole thing has been moulded is remarkably similar. The ball sometimes moves with sluggish disregard. But despite my negativity, *Obsession* is a fine game, only, it rather slips down the side lane because of the competition.

Oh, they surely could have done more with the tables, more features, more flippers...

Cue the slushy music and listen to a tale from the murky and questionable past of Steve McGill, Caledonian game reviewer and ex-role playing gamer.



Tower Of Souls

TOWER OF SOULS

Publisher
Black Legend, through Kompart: 01438 840004

Price
£29.95

Versions
A1200/A4000

System requirements
2Mb

Release date
Out now

Graphics — 8 out of 10
Looks wonderful. Would add to the atmosphere if there was any atmosphere to be added to.

Sound — 7 out of 10
Technically competent. Able to stand up to any other game.

Addiction — 3 out of 10
No, no, unless you're the worst kind of masochist it has no redeeming features.

Playability — 4 out of 10
The engine makes for a playable game, but that means absolutely nothing.

Overall verdict
Considering the technical prowess of the programming, this game should be a lot more fun to play. Dear, oh dear.

44%

In the beginning there was *Dungeon And Dragons*. The original rules were packaged in a handy, simple booklet that imparted all the necessary guidelines needed for a few imaginative (pre)adolescents to get together around a table, throw innumerable oddly shaped dice and consult multitudes of seemingly esoteric tables based on the results of the dice throwing.

To help in the imagination stakes, the gamers would invariably buy themselves little metal figures, paint them up, and then project the alter ego of their role playing character on to said metal figure.

The idea was a raging success, albeit cultishly at first, and the game soon expanded into *Advanced Dungeons And Dragons* which required the minimum of three books – *The Dungeon Master's Guide, The Player's Handbook*, and *The Monster Manual*.

Despite this expansion in scope imagination, the game stayed intrinsically the same. Players found that when they had become proficient at the rules, the most important element in making the game enjoyable was the plot driving the action.

Many Dungeon Masters just didn't catch on to this fundamental premise for making their scenarios fun. Instead, they preferred to labour over the mechanics of the rules and inflict tedious dice rolling on players to accomplish the most mundane actions such as opening locked chests and finding secret doors.


Hmm, what shall I do now? I know, I'll click on everything and see what happens.


Aha, little green fellas. I wonder what they've got to say for themselves?

As such, only about 10 per cent of campaigns and dungeons were worth playing. The rest were, quite frankly, crap in the extreme and against the grain and spirit of the role playing genre.

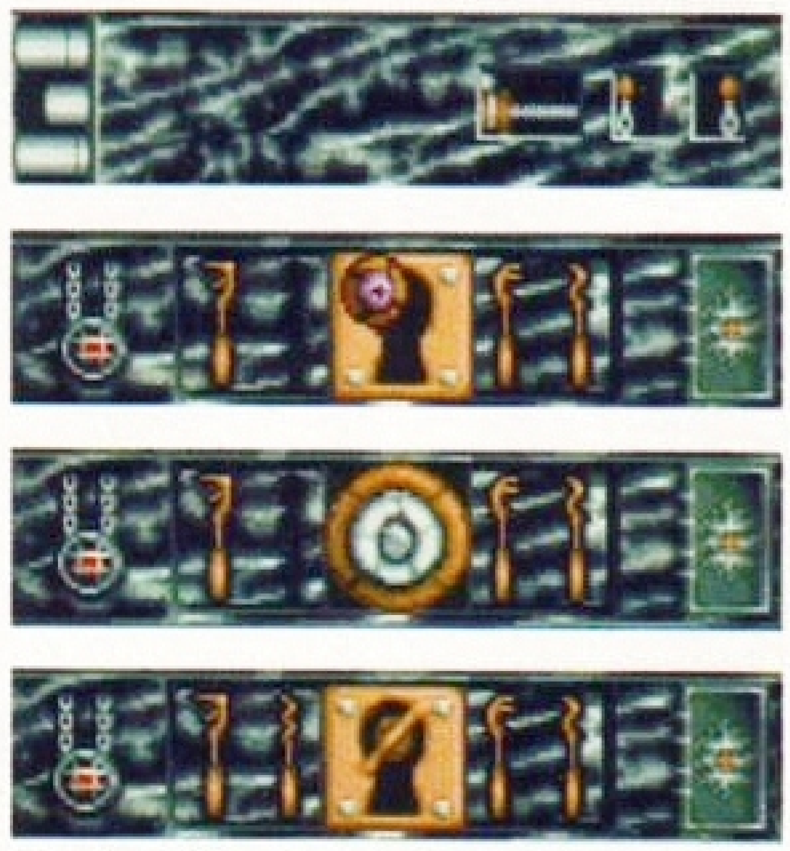
So why I am telling you all of this? Well, put simply, *Tower Of Souls* captures the essence of everything that was wrong with, and still is wrong with, role playing games in general and role playing computer games specifically.

To make any headway in the game you have to repeatedly and mechanically search and check just about every piece of dungeon or tower furnishing that you see on-screen. It leaves you feeling completely detached from the plot which, in this instance, is probably a good thing because *Tower Of Souls* is, to be brutallly honest, the most tediously clichéd tale of wretchedness I've ever had the misfortune to read.

It's like the progeny of an Edward Lear poem and a Tolkienesque tale that's had nonsense added to the fantasy and fantasy extracted from the nonsense. As such, you don't so much end up being bored with the game, as end up hating it. And that's a damning indictment of a game that otherwise is technically accomplished. Just like those tedious old *Dungeon Masters* eh?


The excitement reaches fever pitch. Almost.


Wandering around dimly-lit passages clicking on everything you bump into can be fun, apparently. But not in *Tower Of Souls*. Oh no, definitely not in *Tower Of Souls*.


Opening doors plays an important part in the game as, indeed, it does in life, he mused.

SOFTWARE 2000

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GAMES

G097 PLOTTING like tetris on side
G102 PIPELINES connect pipe V addictive
G109 BUG BLASTER fast action recommend
G112 CUBULUS based on a RUBIK CUBE
G121 LAMATRON (wb 2/3 require Relockit)
G127 DEFENDA Brilliant defender clone
G136 DUEL fast action like BATTLE ZONE
G153 SEALANCE Good Submerine Simulator.
G177 PIXIE KINGDOM (2disk) adventure
G193 ICE RUNNER (not A1200) brill graphics
G195 WHEEL OF FORTUNE VG TV QUIZ games
G216 POOGA (not A1200) only one on PD
G222 MEGA 21 GAMES amazing 21 games
G235 DRAGON-CAVE brilliant 3D puzzle games
G237 SCRABBLE (for 2-4 player only)
G240 QUADRIX very addictive, excellent
G242 TAKE EM OUT like to Operation wolf
G245 CHROME-20 brilliant level recommend
G249 WREX (not A1200) super game & graphics
G253 DESTINE MOON BASE Arcade conversion
G258 ALIEN NET WORK (not WB3) Invaders
G263 SHAPES Play like a computer jigsaw.
G265 SUBCULTURE brilliant shoot em up
G266 TRUCKING A (2D not A1200) simulator
G268 SCUB-BUSTER destroy enemy Scub Missile
G271 AVINA BLUE fast action shoot em up
G272 TANK BATTLE 2 player tank battle game
G278 ARCADIA the best ARKNOID clone
G300 Q-BOID cross TETRIX and INVADERS.
G303 DIMENSION X 2 player LIGHT CYCLE GAME
G304 GRAND PRIX SIMULATOR (A500 & A1200)
G305 SQUATS REVENGE VG operation wolf
G309 E-TYPE (not A1200) best Asteroid
G310 NEBULAR Excellent 3D shoot em up
G312 GAMES PACK 28 3 high quality games
G313 MEGATRON two player tron/light cycle
G314 LEGO-TRIS (not A1200) Good tetris
G315 INTER-LOCK Brilliant 3D puzzle games
G316 GALACTIC Excellent 8 levels arcade
G317 HYPER-BALL Speed ball +level editor
G320 GHOST-SHIP Very good 3D adventure
G325 BATTLEMENT hunch back of Notre
G326 MEGA GAME COLLECTIONS III 3 top Games
G329 MADONNA NUDE PUZZLES for 18+ only
G331 GRAVITY massive space exploring game
G333 CYBER-NETIC Brilliant 8 way blaster
G334 DONKEY KONG (not A1200) classic Arcade
G335 CRAZY SUE II- best platform to date
G342 SUPER SKODA CHALLENGE (& track editors)
G344 STAR-TREK similar to RAID2 but harder
G350 TOTAL FIRES III Very fast shoot em up.
G355 DOODY very cute & extremely payable
G356 WONDER LAND amazing graphic recommended
G359 WAR FARE SIMULATOR (not A1200) Strategy
G360 TOMCAT vertically scroll shoot em up
G362 DELUXE PACMAN - best pacman ever release
G367 CARD GAMES collection
G368 WIZARD-DOMAINS - dungeon type games
G370 KALATRIZ (not A1200) arcade tetris clone
G373 AIR ACE II Very playable shoot em up
G381 INFERNO I Tertis with a twist
G384 OTHELLO best PD version
G385 BILLY THE DRAGON - shoot em up
G386 MOUSE IMPOSSIBLE very addictive
G389 CASINO GAMES - For all gamblers
G390 TETREN most polished Tetris ever released
G392 STRIKEBALL brilliant base ball clone
G399 TRAILBLAZER brilliant (not A1200)
G400 FIGHTING WARRIOR like street fighter
G404 DOMINOES only one of its kind on PD
G406 TOTAL WARS - strategy-like chess in space
G407 NOVA & DOG addictive puzzle game.
G409 WOT IT NAME QUIZ- quiz (ok it good)
G410 FATAL MISSION Excellent Nemisis clone
G411 BATTLE CAR 2-3D car racing
G422 SERENE III excellent arcade games
G431 NESTER CARD GAME- hours of fun for a quid
G435 ROULETE American roulette, excellent
G438 TRAILBLAZER 2 C64 conversion
G441 ETYPE 2- Simply the best asteroid
G443 OLYMPIAD DISK (2D) Olympic sport events
G445 DESCENDER GAME tank, search & descender
G446 OBLIDOX excellent Arcade/Puzzle game
G448 PARACHUTE JOUST quite playable
G455 CASTLE OF DOOM VG graphic adventure.
G456 DUGEON OF NADRIF R.G.P adventure
G460 WIBBLE WORLD GIDDY Large platform game
G462 COSMIC RACE motorbike with gun
G465 CHESS II very good chess game
G467 CASH FRUIT- good fruit machines
G478 AMOS CRICKET cricket games
G488 EXTREME VIOLENCE 2 player battle out
G489 ENGIMA MACHINE very challenging puzzle
G490 MEGA BALL 3 very playable break out clones
G491 BOUNCE A BLAST brilliant platform 10/10
G492 ZOMBIES & DEFENDER 2 fantastic games
G494 MERCENERY SIMULATION 3D wars games
G499 LIFE -simulation very interesting
G500 TRANSPLANT the best Asteroid yet
G501 KLAWZ THE KAT -great platform games
G502 DRAGON-FIRE more medieval arcade
G503 DRAGON-FIRE - Gulf war mission
G511 HIGHWAY HELL like SPY HUNTER
G513 BLASTER- kill invading aliens
G531 OPERATION FIRESTORMS - brilliant
G534 CASTLE KUMQUAT similar to Alien breed
G535 BLACK DAWN brilliant graphic adventure
G537 ACK ACK - shoot em up for kids
G538 MORIA 5.4 The latest Dungeon & Dragon
G539 BRIDGE Good version of bridges
G540 ORK ATTACK bloody adventure
G541 REBOUNCE 2 player futuristic breakout
G542 ROAD TO HELL brilliant car racing
G544 SUPERTOM CAT New vertical shoot em up.
G545 KUNGFU CHARLIES mix with platform, brill.
G546 RAID 4 latest vertical scroll shoot em up.
G547 QUIZMASTER very good quiz program
G552 ELEVATION games based on lift?
G560 IMPERIAL WALKER - Based on STAR WAR games
G567 STARBASE 13 (2D) Brill like MONKEY ISLAND
G657 AMOS LOADS MONEY best FRUIT-MACHINES
G659 MR MEN OLYMPIC (2D) many events to complete
G660 4 L.C.D DREAM 4 small hand held games
G664 NEIGHBOUR GAMES (2D) Brilliant graphics
G665 TIME RUNNER (WB2/3) Brilliant graphic
G666 GOLF 2 disks) One of the first PD GOLF
G668 AMOS CRICKET 2 New Amos cricket simulator
G669 MUGSY REVENGE gangster graphics adventure
G672 JIGSAW (2 disks) very playable jigsaw games
G673 BOBBY GARDEN + DIGGER (NEW) Brilliant
G674 HIGH OCTANE (NEW FASTER VERSION) (not WB1.3)
G675 TIME RUNNER amazing graphics adventure
G680 SPACE-INVASION 2 - Fantastic Galaxain
G681 AUTOMOBILES - PD version of SKID MARK brill
G682 BANDIT MANIA - Brilliant fruit machine demo
G685 PROJECT BUZZ BAR - Brilliant asteroid
G687 PARADROID 64 (not A500 1.3) Excellent
G689 GUN FIGHT (not A500 1.3)
G690 THE REAL POPEYE 64 (A500 1.3 only)
G692 SYSTEM DEFEND - Brilliant Defender clone
G698 AMIGA-BOY-Game boy emulator + tetris
G732 DETHELL IN SPACE. Recommed.
G735 OVERLANDER Brilliant arcade MOON ALERT
G737 SERIOUS BACKGAMMON The best in PD BG
G771 STAR WOID (2 Disk) brilliant Thrust
G772 UN-SENSIBLE SOCCER very similar to Sensible soccer games. RECOMMENDED
G773 FRUIT MANIA - Brilliant Fruitmachine.
G774 TRICKLE TREAT - like DOOM on the PC
G775 FOOT-BALL MANAGER - new version
G782 SOLO ASSAULT 3D like Wing Commander
G783 SEED OF DARKNESS - Brilliant graphic adventure
G784 NANO FLY Superb explore game RECOMMENDED
G785 THE GREAT GOLD RAID - very addictive
G787 ANT WAR V1.9 (LATEST) not 1.3
G788 ZENO-MORPH - Great graphics
G789 TASK FORCE very good MINI SHADOW clone
G790 GREEN FIVE Amazing graphic like FLASHBACK
G791 PROFESSIONAL BINGO CALLER
G792 MARTIAL SPRIT brilliant STREET FIGHTER II
G797 INTENSE like AKA-WARRIOR in the arcade
G798 6 EXCELLENT CARD GAMES collection
G799 MOOSE DRIVE (A500 1.3 needs 1mg chip ram)
G800 BLITZ 2 fast side shooting games
G810 EXIT 13 Brilliant puzzle
G811 TEMPORAL MISPLACEMENT- graphic adventure
G812 A DAY AT THE RACES - V.Good horse racing games
G820 BOULDER ORIGINAL with 80 levels
G821 BOULDERDASH CAVE/LEVEL CONSTRUCTION KIT
G822 BOULDER COLLECTION 2/3 160 level (2 disks)
G837 BOULDERDASH 80 cave/level
G839 BOULDER PACK 640 BRAND NEW LEVELS on 8 disks, must for all Boulder dash fans
G860 ALIEN NETWORK - new Space invader
G862 BATTLE FORCE excellent text adventure.
G863 GNU CHESS the best chess with 10 level
G868 SWORD OF VIG Graphic adventure
G867 POWER-TETRIS 1 or 2 player Tetris RECOMMENDED
G868 SUPER SMASHING TETRIS very playable Tetris
G870 CHESS & CHECKER One of the best around must for all CHESS or CHECKER players
G871 GRAVITY FORCE 3 1 or 2 player thrust clone
G872 SCHNEBITZ Commercial quality puzzle games
G875 DELEXE GALA v2.3(new) add new feature & bonus game + 2 player RECOMMENDED. Get it now
G876 THE KRILLIAN INCIDENT like ELITE 2/Epic
G878 QUANTUM - Maze collect & escape type games
G879 RAGS TO RICHES - like MONOPLY
G884 WIPE OUT- mindless blasting game
G885 GODZILLA Another shoot- em up
G886 SUPER MEGA FRUIT- All new Fruit Machine
G887 TASK FORCE very good Mini Shadow clone
G888 DRIVING MANIAC 3D (fill vector like Indi 500) car racing - very fast RECOMMENDED
G889 PLANET FALL - Lunar Lander clone
G890 INTENSE 2 Follow up to part 1 RECOMMENDED.
G891 BUCK TOOTH ADVENTURE Very good multi level shoot/collect em up RECOMMENDED
G892 PENGO 2 - Maze type games. Recommended
G893 SUPER OBLITERATION Blast asteroid very similar to PANG 2 lots of weapons. RECOMMENDED
G894 SUPER INVASION II - New SPACE INVADER
G896 ULTIMATED QUIZ - pub style quiz machine
G897 THE SHEPHERD Brilliant POPULUS clone. REC.

EDUCATIONAL

E001 KIDS PAINT excellent Paint program for kids
E002 COLOUR IT brilliant computer colouring book
E003 TREASURE SEARCH find the hidden treasure.
E004 LEARN & PLAY I (not A1200) many maths & games
E005 LEARN & PLAY II more education programs
E006 SPANISH TRANSLATOR Spanish <> English
E008 MR MEN (WB1.3) brilliant story adventure
E009 ASTROMY tutorial on solar/star etc system
E010 SIMON & SPACE MATHS maths & Simon games
E011 EDUCATION PACK (5 Disks) packed with lots of ed programs ranging from maths to games recommended
E019 DINOSAURS teaches you all about Dinosaurs
E020 WORLD DATABASE requires (2+ meg)
E021 STORY LAND II interactive puzzle games rec.
E022 LANGUAGE TUTOR teaches you 4 languages
E023 TALKING COLOURING BOOK talking Dpaint brill
E024 EASY SPELL 5 improve your kids spelling
E025 SCRABBLE requires 2-4 players. brilliant
E026 WORDS can help you solve the crossword
E027 OSWALD Very colourful large cartoon game
E030 EVOLUTION breed your own hybrid
E031 10 TEST + IQ GAMES pack 1 excellent
E033 TYPING TUTOR very good typing tutor
E035 CHESS HELPER helps teach how to play chess
E036 BASIC TUDOR learn about Amiga basic Prog
E038 AMIGA TUTORIAL 7 part tutorial
E039 COMPUTER CARE how to care about AMIGAS
E040 GUIDE TO LOWER BACK PAIN tutorial about the spine & how to avoid back pain. Recommended
E041 KIDS ALPHABET displays all alphabet letters
E042 FRACTION & SILOUEST maths & games, excellent
E043 MATH MASTER teach/test you more on maths
E044 STEAM ENGINE V2 graphics & tutorial
E045 PETROL ENGINE tutorial & animated graphics
E046 GAS TURBINE ENGINE tutorial & anim graphics
E047 STIRLING ENGINE tutorial & anim graphics
E050 DREAM FOR ANGEL explains the meaning of dreams
E051 INVISIBLE WORLD brilliant, recommended
E052 FISH TANK turn your Amiga into a FISHTANK
E054 DEMOLITION MISSION simple game for kids
E055 WORD FIND - spell/solve crossword puzzles etc. Good
E056 WORK HOL E simple game, ideal for children.
E057 APPLE CATCHER catch falling apples, brilliant
E058 CROSS MATE & CRYPTOKING 2 excellent kids games
E059 VERB QUIZ find the word & its relatives. Brill
E061 KING JAMES BIBLE (4D) complete bibles, excellent
E066 TAROT clairvoyance in a instant
E068 GALLOW fancy a game of hangman?
E070 MATH DRILLS teaches all basic maths skills. Vgood
E071 KIDPRIX great childrens paint program
E081 ASTRONOMY PACK- This is an amazing collection of programs related to astronomy. Can help to locate certain star positions etc. Must for anyone who studies astronomy or hobby. Great (4 DISKS)
E073 PICTURE & LETTER learn to read - first step
E074 AMIGA BEGINNERS GUIDE tutorial on Amigas
E085 NODDY PLAYTIME demo. Very good
E080 KID PRIX more excellent paint programs
E081 D.T.P FOR KIDS easy to use, excellent
E092 SING A RYHMES sing a song
E094 HIGHWAY CODE TUTOR questions on highway code
E096 READ & LEARN (2D) THREE LITTLE PIGGY Story with speech & graphics. Brilliant, recommended
E097 BACK TO SKOOL vol 1 collection of the best
E098 BACK TO SKOOL vol 2 an education program
E099 BACK TO SKOOL vol 3 & games. RECOMMEDED
E100 LITTLE TRAVELLER information on world wide
E101 WORLD GEOGRAPHY world with map & text
E103 DISCOVERY OF THE ATOM. Tutorial on the Atom (2D)
E104 DESKTOP GUIDE TO MUSIC (3D) guide & tutorial
E107 TRUMPTY FIREWORK ALPHABET Very entertaining way to teach your child the ALPHABET
E109 MR MEN OLYMPIC (2D) many events to complete
E110 CULT TV DATABASE (2D) info on early TV series
E115 ELETRONIC WORLDS (2D) Complete K.James BIBLE
E116 HOW THE EARTH BEGAN - theory how the BIG BANG exploded and created all the stars & galaxies
E118 WORKBENCH 2 tutorial on Workbench 2
E119 DINO WAR Quiz on dinosaurs
E120 JUNIOR MATHS Great learning aid for teaching kids on the maths subjects. RECOMMENDED
E121 PICTURE PUZZLE brilliant JIGSAW type games
E122 WORD FACTORY Brilliant, teach kids words
E123 DICE SKILL 1 - Brilliant education pack
E124 KID DISK 2 - more education programs
E125 JURASSIC PARK lots of info on dinosaurs
E126 CHILDREN SONG 2 contains 5 excellent songs
E127 MING SHU (A500 only) Brill Chinese Astrology.
E128 ASTRO 22 PRO.V3 - The latest astrology program that accurately calculates the position of the planets, eclipse, zodiac positions etc. Recommended
E129 KID DISK 3 (DTP) Drawing program for kids
E130 FRENCH VERB TESTER should help you with French.
E131 CULT TV DATA BASE II 2 (DISK) info on early TV
E142 KID DISK 5 & 6 - 2 disks full of brilliant games
E148 CHESS & TUTOR - FULL teach you how to play chess
E150 INTERNET - FULL guide to Internet & superhighway
E151 CLI & SHELL TUTOR (help) Ideal for beginners
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E163 JAPANESE - teaches you the Japanese language
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U972 PAGESTREAM V3. Very latest version
U973 CHEAT FOR 800 + GAMES, LEVEL CODE Chest V3.3.(2)
U974 HD GAMES INSTALLER 2 - Install top games to HD, eg: Zool 2, Rise of the Robots, Mortal Combat 2 & many more.
U975 DMS V2.04 Pro. Crunch entire disk. NEW (not WB1.3)
U976 MAGIC SELECTOR V1.4 - Change Magic WB backdrop
U977 MAGIC WB ICON ARCHIVE (3) 1000's of MGwb icons
U979 ICON ARCHIVE (3) 1000's of normal icons (any Amiga)
U964 VIDEO TRACKER 2 AGA or A500s/A600 (state version)
U965 VIDEO TRACKER 5 Video module & effect for above
G896 ALIEN GENOCIDE (2) Shoot aliens set in space
G899 PUCKMAN One of the best PacMans around
G900 SUPER BATTLE ZONE Vector Tank games (not WB1.3)
G901 M*A*S*H - A sequel to ANT WAR, plays very similar to LEMMINGS & WORMS, but with loads of Weapons (brilliant)
G903 BOULDERDASH CAVE CONSTRUCTION KIT (2) editor
G904 LAST SOLDIER (2) Multi-level platform game
G905 CYBERTECH (2) Excellent ALIEN BREED clone
G906 HANGMAN New version of this popular HG game
G907 ACE SPACE. Nice Platform game
G908 COLOURMANIA Slide/Klatriz type puzzle game
A430 JUPITER IMPACT. Real pictures of the collision of jupitor and the asteroid. Brilliant- recommended
AGA300 MAGIC WB V2 Demo of version 2
AGA302 TUTANKHAM II (2) Education-Egyptian mummy treasure
AGA303 PAMELA ANDERSON (2) 18+ only. Baywatch beauties
AGA304 BODYSHOP V8 (3) More bikini beauties
AGA305 TIMEZONE (2) V. Good full graphic adventures
D350 SONIC THE HEDGEHOG. Brilliant demo
G901 M*A*S*H - A sequel to ANT WAR, plays very similar to LEMMINGS & WORMS, but with loads of Weapons (brilliant)
E210 LEARN & PLAY 3. Latest Education & Games (brill)

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10 DISK PACK...£10.90 compatible with all Amos & Amos Pro

18 DEMOS

Age 18 and over only
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X74 MADONNA (SEX) (3)
X01 SHOWER GIRL
X03 BODY TALK (2)
X09 MARIE WHITTAKER
X24 SABRINA SPECIAL
X25 DIE FILKINGER
X26 MADONNA EARLY DAYS
X28 KATHY LLOYD
X30 MEGA-MAID
X31 CALENDAR GIRL
X32 MAYFAIR
X33 UTOPIA (4 DISKS)
X45 GIRLS OF SPORT
X49 PAGE 3 GIRLS
X70 GON GON GIRL
X71 TINA SMALL
X91 Calendar girl 95

ANIMATIONS

A005 FILLET THE FISH long story animation
A013 SPACE-PROBE- in search of Alien life form
A054 THE RUN - Lotus being chased by police
A072 LIFES A BITCH - Hmmm for 18 + only
A138 KYLIES (2) Kylie slide & music. Brilliant
A173 HELL RAISER II - CREEPY horror show
A179 THE LIVING WORLD SLIDE SHOW - creepy crawly
A187 PERIL OF THE DEEP (2) Massive sea creature
A190 TERMINATOR II (2) - Brilliant
A193 NEMESIS COMIC - very good comic.
A208 THE LADY AND THE TRAMP - short movies
A213 CANNON FLIGHT- Brilliant graphics
A215 MADONNA SLIDESHOW III - Must for Madonna fans
A225 ANOTHER 5 WAYS TO KILL A MOLE - Classic
A226 NEW VIZ - Hmm for 18 + only
A230 TOO MUCH 3D - Superb Spaceship amin
A231 ALIENS II - Definitely the best Aliens
A236 WHIZZER + CHIP - for Comic fans
A248 PERVERSE SLIDES - funny but rude
A255 BART SIMPSON MEGA DEMO (3 Disks)
A262 STAR-TREK the Next Generation SS
A288 SATURN FLY BY - Remarkable anim VOYAGER II
A290 CHRISTMAS ANIMATION - Ahhn to late now
A293 MANGA (2) very cute Jap chic & robots demo
A295 MAYHEM ON WHEELS 3-real motorbike/car crash
A306 TORNADO Slideshow
A320 GORE - gruesome Horror
A336 FAST CAR - Loads of fast & inexpensive show
A414 MANGA WORLD 3 - More brilliant Manga Pics
A417 AKIRA X-MEN - more MANGA comic Shows

VIDEO TITLERS/TOOLS

U181 VIDEO NOTE database for your video collection,
U431 VIDEO APPLICATION (2 disks) many video titler prog
U250 VIDEO TOOL (3) loads of video utils. Recommended
U964 TELESUBTITLE - new video titler
U965 VIDEO MAXE V4.33 ,The latest in video
U352 DESKTOP VIDEO 1 & 2 (best video titler tool) cataloguing system. Dozens of functions
U671 TELE TITLE 2 - Great new VIDEOS titler
U513 VIDEO TITLER (2 disks) more VIDEO TITLER-BEST
U920 TELESCROLL 2 (not WB 1.3) Easy to use Video titler loads of features
U921 WEDDING VIDEO ANIM (2 disks) Requires D.Paint 3/4. Very high quality
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U733 PANASONIC STUDIO - 9 & 24 pin printer driver & util
U734 CANON PRINTER STUDIO not A500 (1.3)
U735 PRINTER STAR 24/200 FONT DESIGNER - shareware
U782 CITIZEN PRINTER MANAGER for all Citizen printer owners containing many useful printer util & drivers
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U024 D-LOCKS proctect your disks & files
U027 ULTRAPAINT & SURF paint & 3D model program
U029 CAN DO programming language
U046 DARKSTAR no.2 (vol 2-5) loads of utils
U058 DISK MAG CREATOR create a disk magazine
U117 NORTH C compiler (2) brill programming language
U122 SID 1.6 copy/delete/move file made very easy
U131 TETRA COPY play Tetris while copying disk, great
U135 MOST USED UTILITIES (2) very useful util collection
U145 XCOPY PROFESSIONAL very powerful disk copier
U146 C-MANUAL 2 (4) Teaches you how to program in C
U153 ASSASIGN PRINTER Utilities very useful
U169 PAINT AND ANIMATE still the best
U170 BIORHYTHMS V4.01 display your own biorhythms
U184 MASTER SEKA V1.6 complete Assembler language
U186 UNLIMITED DISK CREATOR all tools on are here
U187 M COMPUTER AID DESIGN - Was commercial product
U188 SHOWIZ slide show maker 24+ wipe effect
U191 SID II copy/delete/move/run file using a mouse
U220 AMOS-PAINT V. good paint package, lots of features
U222 GRAPHICS UTILITY(3) lot of graphic converter tools
U225 AUDIO SOUND TOOL (A500) (A1200)
U226 50+ MOST USE UTIL loads of very useful utils
U229 SLIDE-SHOW CONSTRUCTION KIT easy to make
U240 ARCHIVER TOOLS lots of crunchers
U242 IMPLODER 4.0 disk file compressor. Excellent
U243 The A-T COPIER (not WB3) 13 disk copier
U254 FRACTAL UTIL loads of fractal programs, brill
U257 DISK CRUNCH Compilation not WB 2
U282 LAND BUILDER create realistic landscapes
U284 COPY & CRACK TOOLS back up your software
U287 P.C. Q PASCAL (2 disks) programming language
U300 MESSY SID II read/write PC/MAC etc files.
U301 AUTO DISK LOGGER catalogue your disk
U321 GRAPHIC Util 1 (3) loads of brill graphic utils
U324 GRAPHIC util 2 (3) even more Graphic tools
U333 SCENERY MAKER more landscape generators
U334 EMULATOR COLLECTION II (lots of emulators)
U335 FREE COPY back up commercial games
U337 MODEL 3D Brilliant 3D object designer
U338 MULTI VISION (2) disk/files utilities
U340 HACKER-TOOLS many ripper tools
U350 POOL TOOL - predict horses with the best chance
U351 RACE RATER Similar to above, but both
U358 STAR CAT 2 - create catalogue disk, easy
U359 SEEKER find lost files on floppy & hard drive
U360 R.P.G (2) adventure creator
U363 DISK REPAIR KIT -s alvage & repair damaged disks
U365 SAMPLE MAKER make samples with out Hardware
U367 MUSIC MANIA many version of music maker pro, brill
U372 WORD SORT process ASCII files
U377 NCOMM III more modem software + packer util
U378 DIGITAL ADDRESS BOOK V.good address book
U379 HOT UTILS more amazing utils
U380 UNICOPY fantastic disk copier
U381 GRAPHIC RIPPER (not WB3) plenty
U383 LYAPVNOU GENERATOR- generate space scenery
U384 MED V3.2 (latest) Brill music maker
U387 P-SUITE add colour/animate to text?
U388 SUPER CLI - fast disk, fast load etc. OK
U391 FORTRAN complete programming lanaguage
U392 AMIGA DEX - Good database program + more
U393 UTIL collection of lots of useful utils
U397 FORM UNLIMITED design any type of form
U399 FRACSCAPE V1.2 new fractal similar to VISTA
U400 SOUND TRACKER V2.6 music maker
U401 PLUS ISSUE(not WB1.3) Vol 1-14 each disk pack with various WB2 & WB3 utilities. Recommended
U420 SPEED BENCH (not WB1.3) create auto boot WB
U425 NIB 2 very popular copiers
U436 The RIPPER COLLECTION (not WB3) many ripper programs
U440 RADBENCH recoverable WB (state Amiga when order)
U442 SYSINFO test & print info on your AMIGA sys
U444 FONT FARM font creator/editor/design new fonts
U449 AMOS UPDATE 1.4 add more commands for AMOS
U457 WHOM 2 (3 DISKS) Detail/database on 51 films
U470 FINAL FONTIER 1 (2 disks) Star-trek magazine
U473 FINAL FONTIER 3 (4 disks) Star-trek magazine
U480 HARD DISK CLICK - Hard Drive menu system
U490 B-TEC UTIL - Amazing pack with 207 utilities
U491 PROTRACKER V3 - Best music writer program
U492 WORK-STATION (2 disks WB1.3 only) WB replacement
U495 HARD DISK UTIL brill collection of Hard disk util
U496 EASY PRINT (A500 only) lots of printing utils
U498 WORK-MATE - 15 brilliant disk utils compilation
U501 THE MUSIC CONSTRUCTION KIT (state Amiga owned)
U502 SCORPION MAPPER II Making maps of game levels
U503 PROCALC Super full function Calculator
U504 HOT-STUFF - more util disk compilations
U505 VIRUS-KILLER & DISK RESALVAGE/REPAIRE KIT
U507 DCOPY V3 PROFESSIONAL - Excellent Disk copier
U509 ULT BOOT BLOCK 40+bootblock generator/maker
U510 ULTIMATE BOOTBLOCK Collection II + more
U512 ZIRCON UTIL - 30 MOST USEFUL UTIL 2, brillant
U515 WIT COMPLETE UTIL 20 most used utils
U516 AMOS FRACTAL fractal mania
U521 SPECTRA PAINT III rival to Dpaint
U542 SEA HORSE CHEATS more cheat/passwords etc
U550 SCENERY CONSTRUCTION KIT fractal, recommended
U551 ASSASSIN BOOT BLOCK over 50 bootblock protector
U555 CROSSWORD CREATOR (not WB3) crossword maker
U561 PERM CHECK a full POOL PREDICTION program
U568 ICON CONSTRUCTION KIT icon making program
U569 ICON ready made (4 disks)
U582 DPAINT GRAPHIC TUTOR (not WB3) excellent
U584 NEW SUPER KILLER Regonise & kill 120+ viruses
U590 600 NUMERIC PAD EMULATOR (A600 only)
U591 DEGRADER (not WB 1.3) A500 emulator
U592 KILL AGA - make older programs run on A1200
U600 C64 EMULATOR II util & document
U601 DISKSALV II + ABACKUP (not WB1.3)
U603 THE CHEAT COMPENDIUM for over 450 games
U620 HOW TO CODE IN C (2 disks) + many examples
U622 ACTION REPLAY V1.5 - cartridge on disk
U623 ACTION REPLAY V4 (A1200 ONLY) same as above
U645 PC EMULATOR V.2.31 (WB3 only) SVGA PC emulator
U650 COPY & CRACK TOOL 2 more powerful copy programs
U669 S-KICK various version of kickstart, recommended
U680 NEW SUPER VIRUS KILLER (not WB3) kill 316+ viruses
U682 ASTRO 22 V3 latest Calculate star/sun positions
U685 DISK MANAGER V3 create catalogues of all your disks
U687 AMOS PROFESSIONAL UPDATE added extra command
U689 FORCASTER V2 - horse racing prediction program
U690 ASSASSIN COPIER (lots) includes Xcopy3/dcopy etc
U691 ASSASSIN HANDY TOOL 2 (500 1.3 only)
U692 ASSASSIN HANDY TOOL 3 more utils
U693 ASSASSIN HANDY TOOL + even more utils
U694 SUPER DUPER 3. (NOT WB1.3) V.fast disk copier
U695 P.C.Q complete Pascal language with compiler
U696 AMITOOL PROFESSIONAL disk database tool
U699 MEGACHEAT V3 + even more game cheats
U700 ANIMATION CONSTRUCTION KIT V1.2 + good
U702 V MORPH V2 create smooth morph animation
U703 POOL TOOLS 2 (Latest) predicts horse racing
U705 TRONI-CAD - best creative circuit board+examples
U707 GAME TAMER (3 & 4) - (2) Even more games cheats
U708 LAST WILL & TESTAMENT - write your will
U710 PERFECT-PAINT 32 Very easy to use paint packages
U713 CDTV v2 PLAYER play CDs while in workbench
U714 ENGINEER KIT various test kits for Amigas
U718 MAGNUM 1.9 REGARD the best disk magazines creator
U721 FONT FARM V3 + loads of fonts + font viewer
U723 EXOTIC RIPPER rates as the best sound/graphics riper
U724 PARNET SET UP (2) requires for the connection
U725 PARNET CABLE MAKER INSTRUCTION project save ££££s
U726 AREX MANUAL (not WB1.3) complete manual. Highly rec
U729 ASSASSIN BOOT UTIL 50 boot block creator utility
U730 SOFT AGA (A500 plus or A600) & min 1.5 meg
U731 A - Z GAMES CHEAT for over 500 games
U732 MINI MORPHS create TERMINATOR 2 effect
U736 AWARD MAKER II+ hundreds of ready made, brilliant
U737 ASSASSIN CRUNCH & COPY TOOL (WB 1.3 only)
U738 S.KICK PROFESSIONAL v3.2 Various versions of K-start
U739 TURBO IMPLODER V3.1 powerful disk cruncher
U740 CROSS DOS 5.1 plus read/write PC<>AMIGA disk
U741 HD-DISK TOOL BOX + many more Disk util recommend
U742 HOW TO CREATE AUTOBOOT DISK complete + util
U743 UTIL. Disk Maker v3. MAKE AUTO BOOT DISK
U744 FRACTAL MANIA+BIOMORPH Brilliant collection
U745 AF WORKBENCH (WB 1.3 ONLY) replacement
U746 3D GARDEN DESIGNER can view from any angle brill
U747 ASTROMY V2 predict star planet prediction
U748 ILLUSIONS DRAWING program like Dpaint
U749 DISK REPAIR 3 (floppy & HD) include soft-protect,
U750 MUSIC CATALOGUE (not A500 1.3) very easy to use
U751 SYSTEM CHECKER TOOL must for any Amiga owner
U752 EPU STACKER double the storage of your DRIVE
U753 HARD DRIVE UTIL+ lot more Hard drive util
U754 PARBENCH installer (complete)
U755 PRO CAD electronic latest circuit board designer
U758 WB MENU LAUNCHER - menu system, easy to use
U760 ICON PLUS (3 DISKS) Hundreds of stunning ICONS
U761 RELOCKIT 1.4 latest WB1.3 emulator
U762 FAKE FAST MEMORY make older software run
U766 MICRO FAX 4 (2) project (build a fax machine)
U777 TELETEXT RECEIVER project. Highly recommended
U781 DOSTRACE V2. display information why some program refuse to run. Also monitor Amiga activity. RECOMMENDED
U783 POOL WINNER GOLD must for all gambers
U784 DMS Pro Compress 2 disks into 1. Brilliant
U789 HARD DISK MEMORY V2 use HD as memory (re MMU)
U790 WINDOW BENCH V2 (WB 2/3) 2 disk new workbench replacement, include lots of useful utilities
U791 COMPUTER DIAGNOSTIC TEST V9 Amiga complete system tester
U800 PRINT A CARD includes many ready made
U801 MULTI-PRINT V4 lots of printing utils
U805 DISK PRINT print custom disk labels
U806 BANNER V1.5 cli banner printing program
U807 FONT & PRINT Loads of utilities to view & print your font collection. RECOMMEDED
U830 POOL WIZARD - (football) prediction
U832 DIVIDEND WINNER - Prediction program for use with LITTLEWOODS, VERNON, ZETTERS etc
U834 FORCASTER 2.02 New Horse prediction prog
U839 AUDIO MAGIC 4 - Proctracker V3. Exotic ripper
U840 AUDIO MAGIC 5 - more music utilities
U843 AUDIO MAGIC 8 - Octamed player etc
U846 C64 EMULATOR V3 (2 DISKS) latest
U848 SPECTRUM EMULATOR V2 - latest
U849 VIC20 Emulator include tons of games
U850 EAGLE PLAYER (2 disks) One of the best music module players. RECOMMENDED
U851 DELI-TRACKER (2 disks) play all music modules format. Recommended
U881 SONIC DRUM KIT V2 Make drum sample
U882 DISK COPY Pack (10 disk copier)
U883 OPTI-Utils Vol 1 - Brilliant collection of 30 disks copier /Optimise etc. RECOMMENDED
U885 INTUITION BENCHMARK V6.5 (Not WB1.3) Complete Amiga system tester. RECOMMENDED
U886 COMPLETE WB UTIL (2 DISKS) One of the best Util collection available
U887 DISK REPAIR KIT 4 - Includes disk repair, undelete, sof tproctect, diskmate, sysinfo, etc
U950 STEREO-SCOPIC V2.a (not A500 1.3) This is the RAMDOM DOT STEREOGRAM generator
U951 FORTH PROGRAMMING (NOT WB1.3)
U955 PRO PAGE 2.1 HELP DISK Large help file for pro page users
U956 PRO PAGE TEMPLATE. Tons of ready made
U957 SCALA BACKGROUND (2 disks) Very high quality images for use with Scala
U960 PROGRAM LOADER - New Hard Disk menu
U961 MAGAZINE E Issue 3 (2 disks) Excellent disk magazine base entire science fiction
U962 IMAGINE V2 BUDDY SYSTEM (2 Disks) On line help. Must for IMAGINE 2 user
U963 AMOS & AMOS PRO COMMAND EXTENSION
U966 MULTI PRINT 4 includes print manager 2 etc
U967 PRO-GAMBLE - Super Horse prediction program

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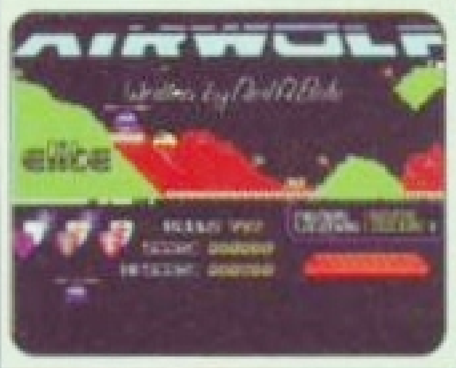
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U088 LABEL DESIGNER design your own labels
U087 CALV 1.2 Excellent Database prog. RECOMMENDED
U144 DESKTOP PUBLISHING The best PD DTP available
U128 BUSINESS CARD MAKER (not A1200) brilliant
U160 500 BUSINESS LETTER very handy. Get it now
U811 BUSSINESS CARD MAKER - can Print in color
U101 DATA BASE WORKSHOP (2) brilliant PACK
U121 SPREAD SHEET Very easy to used spreadsheet
U183 QUICK BASE Very powerful Database. Easy to use
U112 RIM DATABASE powerful database + full DOC
U195 AMIBASE - Professional II The best database yet
U227 TEXTRA Can edit serval document at once
U239 FLEXI BASE Small easy to operate database.
U256 PENNY WISE Very powerful database.
U297 VISICALC Great database lots of fuctions
U356 TEXT-ENGINE V3.4 - full feature wordprocessor
U343 LITTLE OFFICE - databases/wordprocessor/spreadsheet
U345 HOME BUSSINESS JOURNAL - Easy to use database
U357 BON APPETIT DATABASE many receipt.
U364 HOME ACCOUNT-Account program
U368 AMICASH regarded as the best account prog. Excellent
U369 JOURNAL full feature account program
U385 LORAN NOTE BOOK database & world map.
U390 DATA BASE compilation - best seller to date
U398 MORTAGE CALC calculate mortage repayment rate etc
U426 MONEY PROGRAM very good account program
U437 ACCOUNT MASTER V2.8 new account program
U520 HOUSE INVENTORY - ideal for home insurance
U559 ADDRESS PRINT V2.1 Store & print addresses
U567 TEXT-PLUS V 4.0 pro requires HD & 2meg
U681 TEXT ENGINES V4.1 latest 36,0000 word spellchecker.
U688 INVENTORY 2 details of home contents, for insurance
U712 EDWORD PROFESSIONAL truly the best wordprocessor
U722 EASYCAL + massive spreadsheet max 92583 cells
U756 PAY ADVICE ANALAZER - money prog.
U802 ADDRESS PRINTING print addresses on labels
U886 PAY ADVICE V3 account program
U810 LABLE MAKER-Print labels etc. New
U900 THE MONEY PROGRAM - Accounts
U901 LOANS ACCOUNT
U954 ONFORM One of the best Invoice makers
U959 ACCOUNT MASTER v2.2 (latest) programs up to 1000 entries per account

AGA A1200/A4000

NOTE This AGA listing is for the A1200/A4000 only.

AGA001 EXTENSION DEMO Stunning demo with fast landscape anim and a rotating city, still regarded as the best AGA demo
AGA002 FRACTAL GENERATOR stunning fractal in 256 colours
AGA003 WORKBENCH HACK many hack/toy/blanker ect
AGA006 NEW SUPER KILLER know & kill over 316 types of virus, must for all A1200 owner
AGA007 MINDWARP one of the very first demos for the A1200
AGA008 KLONDIKE DELUXE AGA (3D) Simply the best A1200card games with glamourous ladies as card faces 18 + only
AGA011 SLEEPLESS NIGHTS 3
AGA012 PLANET GROOVE Truly A1200 Demos
AGA013 MOTOR INVADER 2 (2D) Very playable INVADER clone set inside your computer. Loads of fun
AGA015 POINT OF SCALE Great A1200 only demos
AGA016 CHROMAS- Fairly good demo.
AGA017 WORLD OF MANGA AGA (4DISK) magnificent Japanese comic slide show includes Japanes Chick etc recommended. Still the best seller on the A1200—brilliant
AGA021 MAGIC WORKBENCH Improve the look of your WB& add some function to your WB really BRILLIANT
AGA022 WB 3 UTILITIES loads of WB 3 only utilities like degrader etc. Not for beginner
AGA023 U-CHESS the best chess program games so far but requires 4 megbytes. Brilliant graphics
AGA024 WORKBENCH 3 SCREEN Great backdrop for A1200 (not beginner) GIF BEAUTIES is one of the highest qualitygirl Pictures available (1-18)
AGA41 GIF BEAUTIES (1-18) pictures of raunchy women who don't seem tobe wearing many clothes
AGA62 BODYSHOP 1 More of above
AGA64 BODYSHOP 2 (2D) More of above
AGA66 BODYSHOP 3 More of above
AGA68 BODYSHOP 4 (2D) More of above
AGA70 BODYSHOP 5 (2D) More of above
AGA72 BODYSHOP 6 (2D) More of above
AGA74 BODYSHOP 7 (2D) More of above
AGA80 FITCHICK 1 See BODY SHOP for description
AGA82 FITCHICK 2 (2D) See AGA41 for description
AGA84 FITCHICK 3 (2D) See AGA41 for description
AGA90 ASSASIN A1200 FIX DISK 1-Brilliant collection of degrader that should get most of the old A500 games/software to run on the A1200. A must for anyA500 owner just upgrade to an A1200 - RECOMMENDED
AGA091 ASSASSIN A1200 FIX DISK 2 (new) like above but with new collection (different) degrader - recommended you buy both disks - super
AGA094 RELOCKIT V1.4 latest. Run A500 SOFTWARE
AGA097 A1200 UTIL - AGA TESTER, SYSINFO etc
AGA098 ACTION REPLAY V4 Complete ACTION REPLAY on disk.
AGA099 MADFIGHTER 2 brilliant street fighter clone
AGA100 AGA BLITZ SCREEN BLANKER
AGA101 FAST GIFF 2 display GIFF pics in Workbench.
AGA102 AGA DIAGNOSTIC - NEW system tester
AGA103 BLACK BOARD AGA decent Image processor
AGA104 REND 24 Similar to above
AGA105 QUICK GRAB AGA - can grab AGA screens
AGA110 WORLD BEYONDS 1 (3) stunning 256 COLOUR fantasy art. Leaves Atari users breathless
AGA114 SMELL LIKE CHANEL NO5 Brilliant demo raytrace pictures ever released on the A1200
AGA121 MAGIC FACTORY 1 STAR TREK (5 disks)
AGA133 AGA UTIL v1 AGA util compilation
AGA134 AGA UTIL v2 more AGA util compilation
AGA135 AGA UTIL V3 more of above
AGA136 AGA UTIL V4 even more of above
AGA137 IMAGE PROCESSOR IFF picture processor.
AGA138 MULTIBOOT- 4 various versions A500 EMU
AGA139 WB3 HARD DISK PREF & INSTALLER installing WB 3 /pref/etc on the hard disk
AGA140 CROSS DOS PLUS v5.1 read/write PC files
AGA141 FARRARI ART 2 (2D)- load of Ferrari & ray trace
AGA142 SUPER LEAGUE 3 - latest manager games
AGA144 SPEAK & SPELL - educational software for kids
AGA145 BIG TOPS (18 + only) Hmmm
AGA146 KELOG LAND - brilliant platform games - get - a must
AGA150 ACTION REPLAY V5 - NEW UPDATE TO V4
AGA160 GIGER TRIZ very playable 256 colour tetris
AGA162 FATAL-BLOW new STREET-FIGHTER 2 clone
AGA164 CINDY CRAWFORD Vol 1 (2 disk) latest release
AGA166 INFESTATION (3 disk) The ultimated AGA demo
AGA170 CINDY CRAWFORD Vol II (2 disks) amazing
AGA172 VIDEO TRACKER AGA - ultimate demo maker
AGA174 MAGIC WB EXTRA vol 1 & 2 (2 disks)
AGA180 GIF BEAUTIES Vol (11-18) 8 more girl disks
AGA189 FRIDAY AT 8 other brilliant AGA demos
AGA190 ASSASIN MULTIVISION AGA pic viewing util
AGA192 ALIEN FRENZE 2 player blasting + power up
AGA194 BIG TIME SENSUAL (2 disk) SPACE BALL 2
AGA200 MASQUERADE 2 disk brilliant puzzle games.
AGA202 RAM JAM 94 it can be done (2 disk)
AGA203 EXPLIXIT 2 DEMO new effect well done.
AGA204 COMPLEX ORIGIN 2 disk requires 2 disk drives
AGA206 TREASURE OF TUTANKHAMUN-education tool
AGA210 CHANEL Z DISK MAG (2D) A1200 disk magazines
AGA220 KLONDIKE NEW CARD SET (7disks)
AGA230 LOVE 2 disk - simply brilliant
AGA231 AGA UTIL 7 & 8 (2 disks) more util
AGA234 KNOTTY Stunning AGA sliding picture puzzles
AGA240 LOTTERY WINNER hopefully will improve your chances of winning a jackpot. GOOD LUCK
AGA241-258 AGA GAME-GALORE AGA 01-18 We stock the entire collection of the AGA GAME GALORE each disk pack with quality AGA compatible games. RECOMMENDED
AGA251 PACKMAN AGA - the best pacman yet
AGA252 ROCKET PD - Super thrust clone brilliant graphics for 1 or 2 player
AGA253 REAL DEMO stunning special effects
AGA254 DIRT AGA Brilliant 256 colour effects
AGA255 DELIGHT EXPLORE excellent demos
AGA256 KEFEREN AGA Demo lots of effect
AGA257 MINOMIST RAVE great rave music.
AGA258 OXYGENE Fantastic demos
AGA259 INTELOUT another very good demo
AGA260 SOME JUSTIC 94 Demo of the month, brilliant whirl effect. RECOMMEND
AGA262 TO THE DEATH very good STREET FIGHTER clone with very good graphic.
AGA263 GEORGE GALAXO (2 disks) brilliant multi-level shoot/platform game. RECOMMENDED
AGA265 MISSILE OVER ZENON (2 disks) Brilliant 3D missile commander with fantastic graphics
AGA266 TEAM HOI DINO PLATFORM excellent dino platform. Note: this disk was a commercial game
AGA268 TEAM HOI SAGA. The Final chapter (3 disks). The ultimate in demo, comes on 3 disks
AGA269 RAYWORLD (3 disks) very impressive
AGA270 CREAM DEMO - lot of 256 Vector effects
AGA273 EMPTY HEAD lots of vector/ ray trace
AGA274 MUSIC 2 SURVIVE 2 disks 8 excellent music master pieces. Well worth getting
AGA271 RAVE MAXIMUM OVERDRIVE II (2 disks)
AGA278 CHANNEL Z ISSUE 1 (AGA) (2 disks) AGA base disk magazines. RECOMMENDED
AGA279 AGA Utilities including Cache X, Superduper V3, New Menu 2 etc. RECOMMENDED
AGA280 CHANNEL Z issue 3 (2 disks) AGA disk magazine - get the most out of Dpaint
AGA282 CHANNEL Z issue 5 (2 disks) AGA disk magazine topic. Demo/music
AGA285 WORKBENCH BACKDROP VOL (5) Stunning AGA backdrop for WB
AGA286 SPECTRUM EMULATOR V1.3 AGA Latest Spectrum emulator for AGA only

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AGA296 DONKEY KONG
AGA297 PAC MAN CD32
AGA298 ROCKETPD 2
AGA299 SCRABBLE

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Arcade Games Pack 2 (5 disks)
Collection of the very best classic arcade games, eg: Centipede, Space Invader, Pacman, etc. & many more. RECOMMENDED

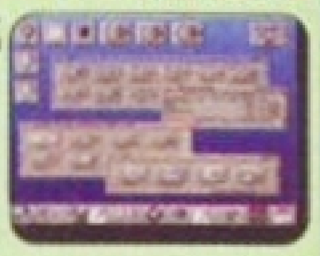
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5 disk Pack with quality puzzle games like Simon, Rubik Cube, PuzzWord, Picture Puzzle & many more. Far to many to list

Mini Workbench Games (5 disks)
One of the most interesting packs. 5 disks crammed full of unique tiny but perfect replica games. A bit like playing on the Game Boy. It can be extremely funny to play a tiny game like Pacman, Tetris etc. Recommended

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Hundreds of brilliant Magic WB Icon/Backdrop 8 or 16 colour. Must for all Magic Wb users. Only £1.96 per volume of 2 disks



MAGIC WB.01 EXTRA VOLUME 1 (2 DISKS)
MAGIC WB.02 EXTRA VOLUME 2 (2 DISKS)
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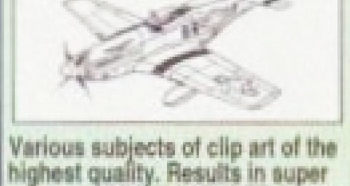
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Don't just look at the final score and then flip to the next page. Read what Steve McGill has to say about *Ambermoon* – he thinks it's important.



Ambermoon

AMBERMOON

Publisher
Thalion 0121 449 4464

Price
£29.99

Versions
A500/A600/A1200

System requirements
1Mb minimum (1.5Mb from hard drive)

Release date
June

Graphics 8 out of 10
Commanding in their aesthetic imperialism.

Sound 6 out of 10
The music tries to be atmospheric. But it's a bit cheesy, really.

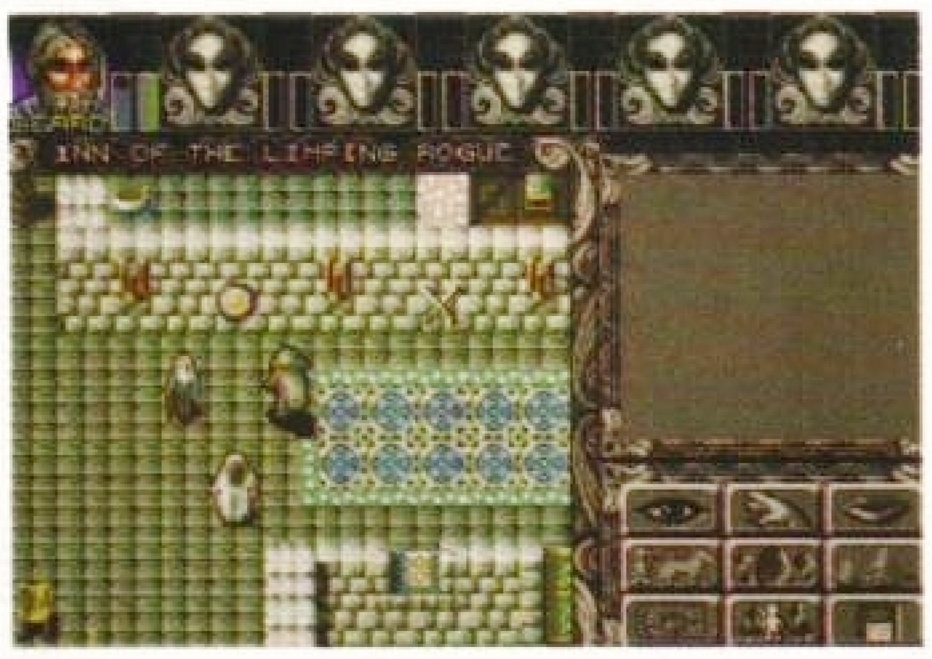
Addiction 5 out of 10
No, I'd rather play something other than *Ambermoon* this month.

Playability 6 out of 10
Very playable as it stands. But see addiction above.

Overall verdict
A truly beautiful game that could have offered some trend-setting features, but unfortunately, didn't.

79%







Above left: A scene from the intro sequence. Left: Beardie Weirdie bravely orders a pint of the local brew in the Inn Of The Limping Rogue. Above: Automapping is a boon when trying to find your way around restricted buildings.

OK, no messing about, *Ambermoon* is a top-ish adventure yarn with pleasing aesthetics and an absolutely gargantuan play area. Even if you play it hard and long, it's still likely that completion will take over three months of terrestrial time.

Ambermoon fulfils a set standard in adventure games, such as loads of spells to find and use, different approaches to set problems, multitudes of characters to be conversed and interacted with, and multifarious combat situations. As such, it will be bought and loved by enough people to make the title profitable.

But here's my heartfelt plea to Thalion, because it really did hurt to see such a potentially fantastic game be hobbled within the limitations of the adventure game genre.

If the implementation of the plotline is going to be as cliched as this, please, oh please, oh please, oh please put in some innovative and interesting gameplay that's worth me telling *Amiga Format*'s readers about. Because what we've got here is a tale of infinitesimal woe. A tale of a game with three reasonably significant contributing factors toward an engaging adventure game, namely – great graphics, an excellent 3D-2D game engine, and an adequate control system, but a game nevertheless that doesn't work as well as it could. It feels like a lion that's been shackled by a donkey.

Ambermoon is the sorry tale of a potentially wild game that needs to be rethought and re-released using the current game engine as the heart of a new style of adventure game.

Mean and moody

Think about the potential in borrowing certain effects from the cinema. Explorations of cellars, cities and other creepily dark areas like dungeons, could be enhanced endlessly if the music was made truly reactive to the on-screen action.

Something similar to the tunnel sequences in *Jurassic Park*, or a re-enactment of the tense 'searching' moments in a two-player game of *Death Mask* when you know that the other player has got the big gun, would be just about right.

Combat in the game needs to be made real-time too, or at least have the option to be real-time. *Ambermoon* has a fantastic, pseudo-*Doom*-like engine with lush, optional, atmosphere enhancing, texture mapping built in.

Real-time, *Doom*-ish flavoured, physical and magical combat, enhanced

HMM, WHY DON'T YOU MAP MY TEXTURES?

The smart thing about dungeon/city/cellar romping is that, depending on the processor in your Amiga, you can switch on texture mapping for the ceiling, or the floor, or both. This adds to the atmosphere and makes you regret the primitive combat system.



***Doomed* in Grandfather's cellar. This looks as good as the clones doing the rounds.**



And now for the floors and ceilings. Rather smart, methinks. Now where's the gun?



Ambermoon **has a quite superb, almost** ***Doom*****-like game engine, it is texture-mapped and has the option to enhance the graphics. Unfortunately, the gameplay doesn't quite match the rest.**



The inventory screen tells you what each adventurer is carrying on their person and in their backpack. Standard fare indeed.

by cinematically styled reactive sound would mean that, even if your characters were poorly equipped, they might still be in with a chance of survival – unlike the primitive six square by five square, multi-click, chess based system currently installed. And while you were attempting to survive/conquer with said characters, the tension would be unbearable.

Make believe

The use of such cinematic tricks makes the whole gaming experience much more enjoyable, involving and believable for the gamer. Instead, Thalion have chosen the path of the adventure game equivalent of a crossword puzzle – something to do on a Sunday when there's nothing else worth doing. And it's a damn shame.

Hopefully, the above doesn't sound as if I've been too hard on *Ambermoon*. It's just that at this stage in the lifetime of the Amiga you need to offer better than standard to perform well in the High Street, or to stimulate the interest of a typical Amiga gamer.

Look at the sales performance of *Super Skidmarks* against all other computer formats and all other console platforms. It outsold everything else released at the same time.

Amiga owners are just about the best barometers of worthwhile, money spinning, innovative games that the games industry has, and it's time they all woke up to that fact.

EN GARDE

All control elements, including those for combat, are laid out in a modular fashion so that they only appear when relevant to the on-screen action and stage in the plot. This can be confusing at first, but you soon get used to it.



The direction of travel for the adventuring party.



You can look at, touch, feel, and map things from here.



Drop, use, and pick things up. Mostly used in the inventory screen.

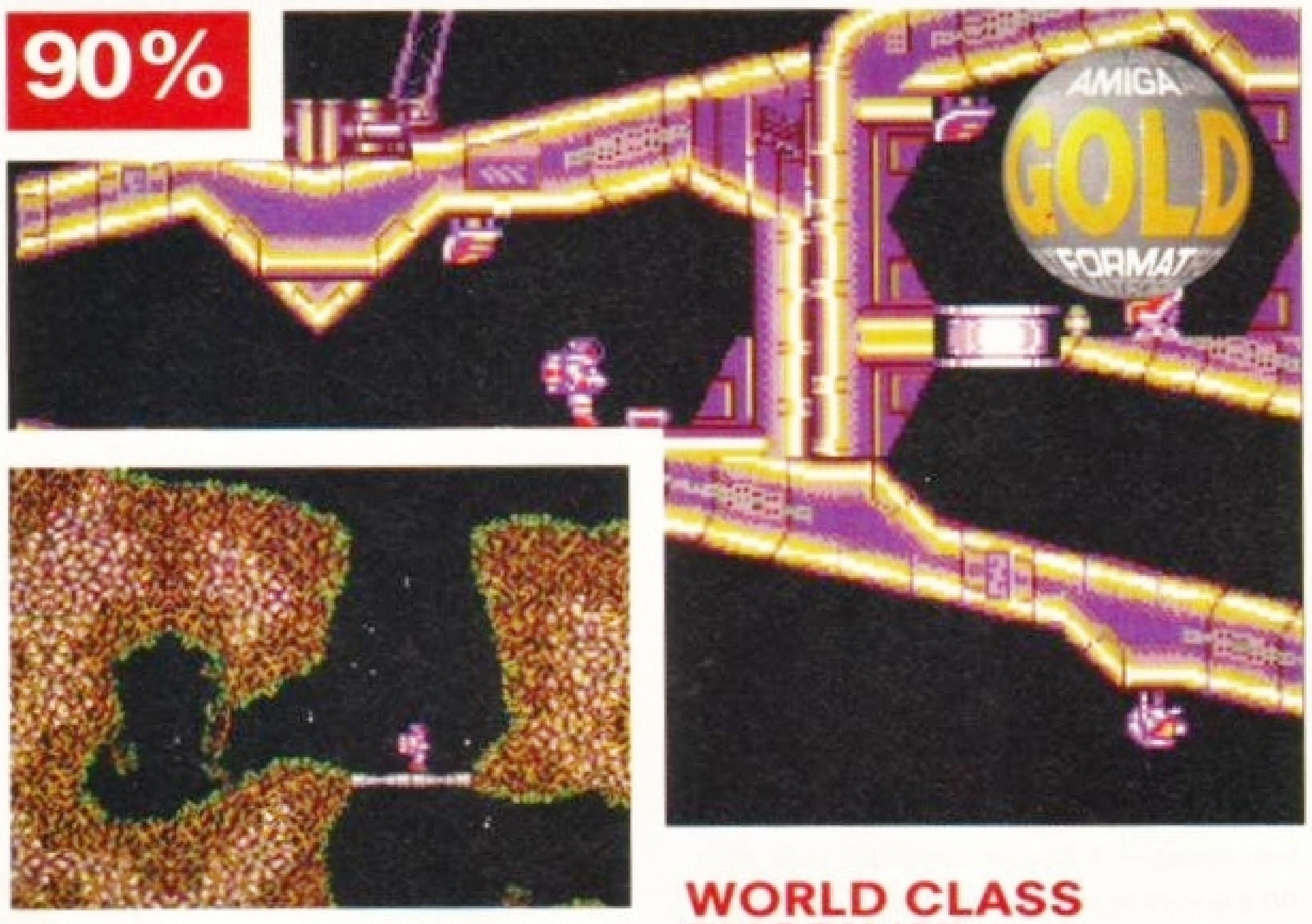


Combat: cast spells, strike with weapons, and then run away. Could have been better.

Steve Bradley inspects the latest bundle of games to be re-released. There's a lot less damage to your pocket this time around.

Re-Releases

90%



EXILE: One of the most unusual adventure games on the Amiga, *Exile* never sparked the action/adventure genre into life. Oh, why?

EXILE

Audiogenic 0181 424 2244 ■ £14.99
Reviewed *AF23* 68%

A couple of months ago, we checked out the graphically updated AGA version of *Exile*. I concluded it to be a successful marriage of arcade action and adventuresome puzzle, the genres mixing with ease. And now the four-year-old original is re-released and yours for the accessible £15. Essentially, both games are the same, except one is prettier and costs twice as much.

A simple idea, *Exile*. You are a jetpacker with a mission to rescue lost crew, enslaved at the hands of evil. The game is set over one huge level, and gravity is in force, too – Newtonian physics ensure inertia and momentum play their part to the full as you hover around. Most of the action takes place underground and because there is no time limit, you can happily potter about, solving puzzles at your own pace. Sure, you might lose some points along the way but, hey, who cares?

You can teleport to places you've visited previously, collect weapons and keys, kick robots, throw frogs and it's hair-tearingly fearsome. Yes, this game truly is one of the most difficult around – even those that know what they're doing take six hours to complete it.

WORLD CLASS RUGBY '95

Audiogenic 0181 424 2244 ■ £19.99
Reviewed *AF31* 68%

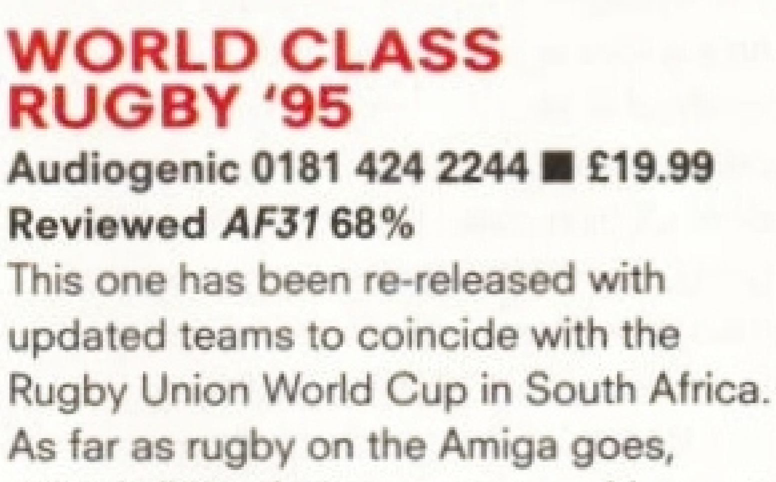
This one has been re-released with updated teams to coincide with the Rugby Union World Cup in South Africa. As far as rugby on the Amiga goes, there is little choice – you can either get this, Domark's abominable *International Rugby Challenge* or Audiogenic's competent *Rugby League Challenge*.

It's three years since *World Class Rugby*'s original introduction, and it was received reasonably warmly. Few sports games last the distance, *Sensible Soccer* and *PGA Tour Golf* are the exceptions rather than the rule. And *WCR* remains a good, if somewhat flawed sporter, the major beef being the joystick waggling required for the rucks – a rather tiresome feature after a while.

But it works. Even after all these years, it remains a comfortingly playable simulation of rugby football. It don't look nothin' fancy but Audiogenic have got the pitch view just about right – the almost-but-not-quite-above view is tried and tested and wears the T-shirt with pride. The sprites aren't blessed with animation from the gods, but the action flows thick and fast. You can pass the ball across the line out toward the pacey winger or choose to bolt up the centre, shoving your way to the 22.

It's not the *Sensible Soccer* of rugby, but it does play rugger with three lions on its chest. *WCR* disappoints in the rucks (or is it mauls?) because you have to waggle the stick with abandon to win the ball, and it can be difficult to swap the player who is defending when on the back foot. Patchy but rather fun.

64%



WORLD CLASS RUGBY '95: Updated stats but the same game, here. Will it be England against Wales in the final? Cue guffaws.

72%



MEGATRAVELLER 2: "C'ptain, the Grand Canyon is in view. Do you want to bungee jump while I become an alien sighting?"



MEGATRAVELLER 2

Action Sixteen 01276 684959 ■ £14.99
Reviewed *AF38* 82%

Ten-a-penny, these point 'n' click sci-fi role-players on the Amiga.

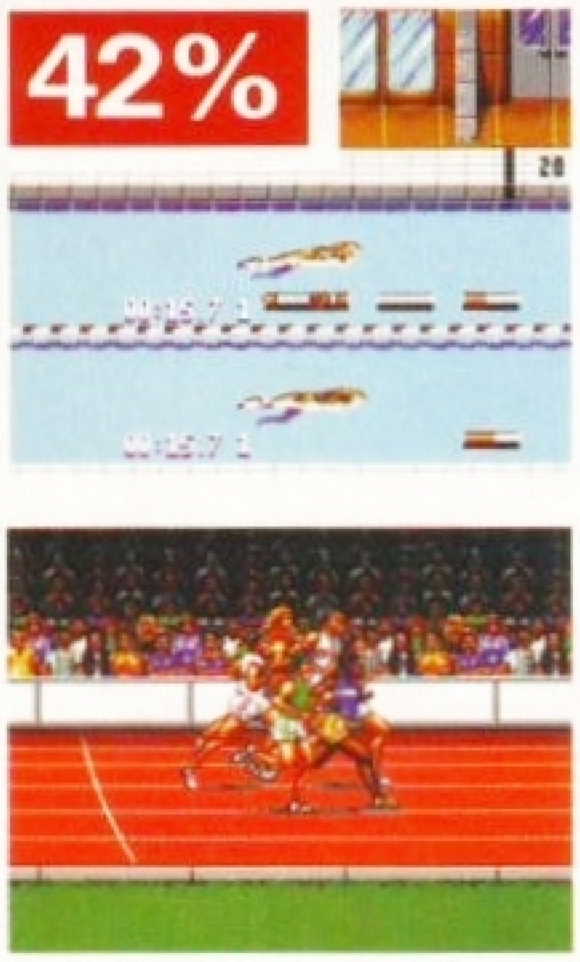
MegaTraveller 2, then. Well it's all about saving doomed planets, generating a fabulous party of characters, having the odd barney – chances are you've been down a similar road before. So. Gather a gang, get a liberal sprinkle of characters – doctors, diplomats, complete nutters – and travel the galaxy. Chance meetings at the right time provide the route to success.

MegaTraveller 2 is huge and detailed, though it looks a little basic (it's three years old now). But it remains a slightly above average RPG.

WORLD CLASS RUGBY '95: Updated teams coincide with the Rugby Union World Cup in South Africa.



Continued overleaf ➡



INTERNATIONAL SPORTS CHALLENGE: The multi-sports challenge games have sadly gone out of fashion until the next Olympics. Can't wait, eh.



INTERNATIONAL SPORTS CHALLENGE

Action Sixteen 01276 684959 ■ £14.99
Reviewed *AF37* 68%

These multi-sports sims, eh? They never REALLY work. You can usually find one event out of eight or so which is enormous fun to play while the rest rely on stupid amounts of joystick waggling. *International Sports Challenge* is such a game and despite its pretty visual appearance, it really doesn't work. Sorry.

FIELDS OF GLORY,

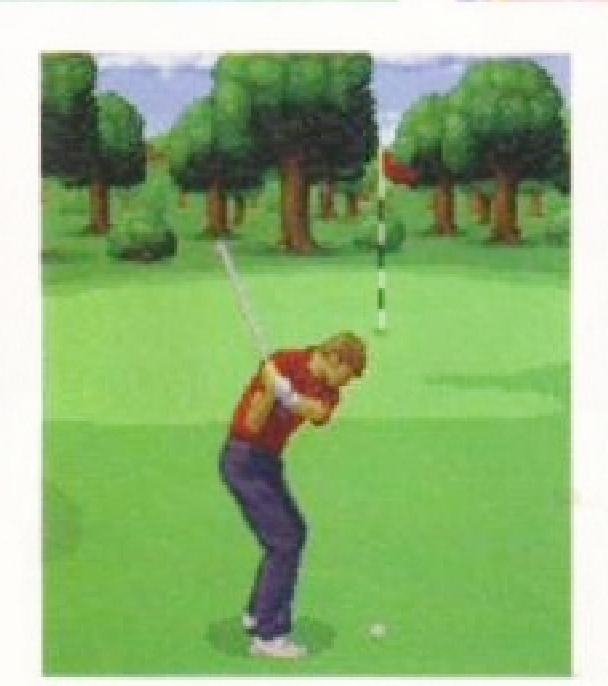
PowerPlus 01276 684959 ■ £16.99
Reviewed *AF66* 44%

An unexpected early re-release for *Fields Of Glory*, then. Miffed that you forked out the full price a few months back? A strategic war game set in the Napoleonic skirmishes would seem an apt description for the platter.

Mr McGill, *AF*'s original observer in the *Glory* department concluded the game to have a whole bunch of unrealised potential, the main problem being a bug which allowed one to dash through river and up dale to no disadvantage, making a major league mockery of the battle process. It could've been a contender. It isn't, though. Fatally flawed.



FIELDS OF GLORY: Tactical warring never allowed for one to run over woods and streams to no detriment. Oh no.





THE GAMER GOLD COLLECTION: A reasonably meaty collection, though none of the examples are the finest of their genre. But value for money, nonetheless.

THE GAMER GOLD COLLECTION (CD32)

Grandslam 0181 680 7044 ■ £29.99
Nick Faldo's Golf, Bump 'n' Burn, Jetstrike

This is actually a rather attractive little package. One can pleasantly submit oneself to the delights of all three numbers here.

So, *Nick Faldo*. Shout up fellow. The second best CD32 golf game, no less, is *Nick*, boshed only by the glory that is *PGA European Tour*, though that costs the same as this lot put together, so Nick can hold his smile and look at you straight in the eye without fear. And he's a looker all right is *Nick*. His control method is also far less finickety than the original floppy version. Sure, he's more difficult to master than the rest of the gang, and he struggles on his courses (two) but he's a valuable addition to the team. Welcome aboard Nicholas.

Bump 'n' Burn sadly disappoints, though this is not to say it's a BAD game. Combine the quirky cartoon delights of *Wacky Races* with a substandard *Mario Kart* and you have the concept read. The characters are cutesome and the view is of the now slightly unfashionable from-behind variety. Different characters flourish on different circuits while features include bombers, ghosts and UFOs which swoop and grab you off the track. And you can (surprise) collect coins and upgrade your car. Unfortunately, it sounds better than it plays, and most of the time you scoot along the roads with ne'er another vehicle in sight.

Jetstrike raises the temperature, though. An impossible level of missions, an unfeasible amount of craft. Oh yes, this side-viewed flight simmy shoot-em-up is bomb-rainingly playable. It isn't as sophisticated as Sophia Loren, nor are the missions detailed – really, it's an excuse to get behind the front window of an aeroplane or helicopter and unload the crate's 'cargo', if you will.

Also dropped in for good measure is an Aeroplympics section which offers the hardy the chance to swoop through tunnels and the like but bombs and bullets are the order of the day, and for that, *Jetstrike*, we offer you our thanks.

So, a good number overall for the cove with limited CD collection. Certainly worthy of chin-scratching consideration, I'd say.

UFO: ENEMY UNKNOWN (A500)

Microprose 0454 326532 ■ £25.99
Reviewed *AF65* 90%

The truth is now out there on the A500. Now all A500 owners (and indeed A2000, A3000 and A600) can experience the thrills of first contact. Hail the alien visitors as they make their way across the continents, then blast them out of the skies and vapourise the alien scum – because these aliens are not interested in building pyramids or scratching lines in the South American wilderness, they want to take over planet Earth.

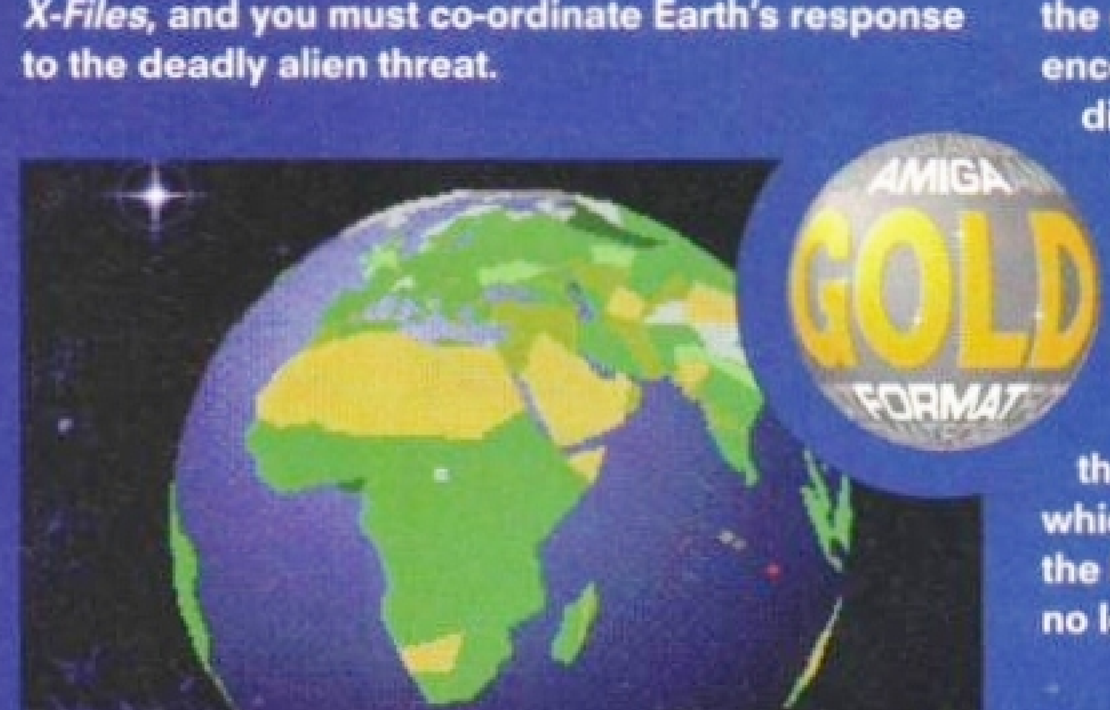
UFO: Enemy Unknown is a cross between *Breach, Laser Squad, Millennium 2.4* and the *X-Files*, and you must co-ordinate Earth's response to the deadly alien threat.

This is a strategy game of two halves. On a global scale there are bases to be built, UFOs to be intercepted, finances to be balanced, manufacturing plants to be manufactured and evil weapons to be researched so your squad can turn the visitors into extra-terrestrial pop tarts.

Which brings us along to the second part of the game – the actual combat. Aliens must be encountered, captured or fried in a variety of different scenarios – investigate crash sites, defend cities, attack underground bases and defend your own against the little green men. Turn-based manipulation of men across pseudo random landscapes ensures the game never plays the same twice.

The only real difference between this and the Gold-winning A1200 version is the graphics, which sometimes make it a little harder to pick out the little grey men against the backdrops, but are no less superb, as indeed, is the whole game.

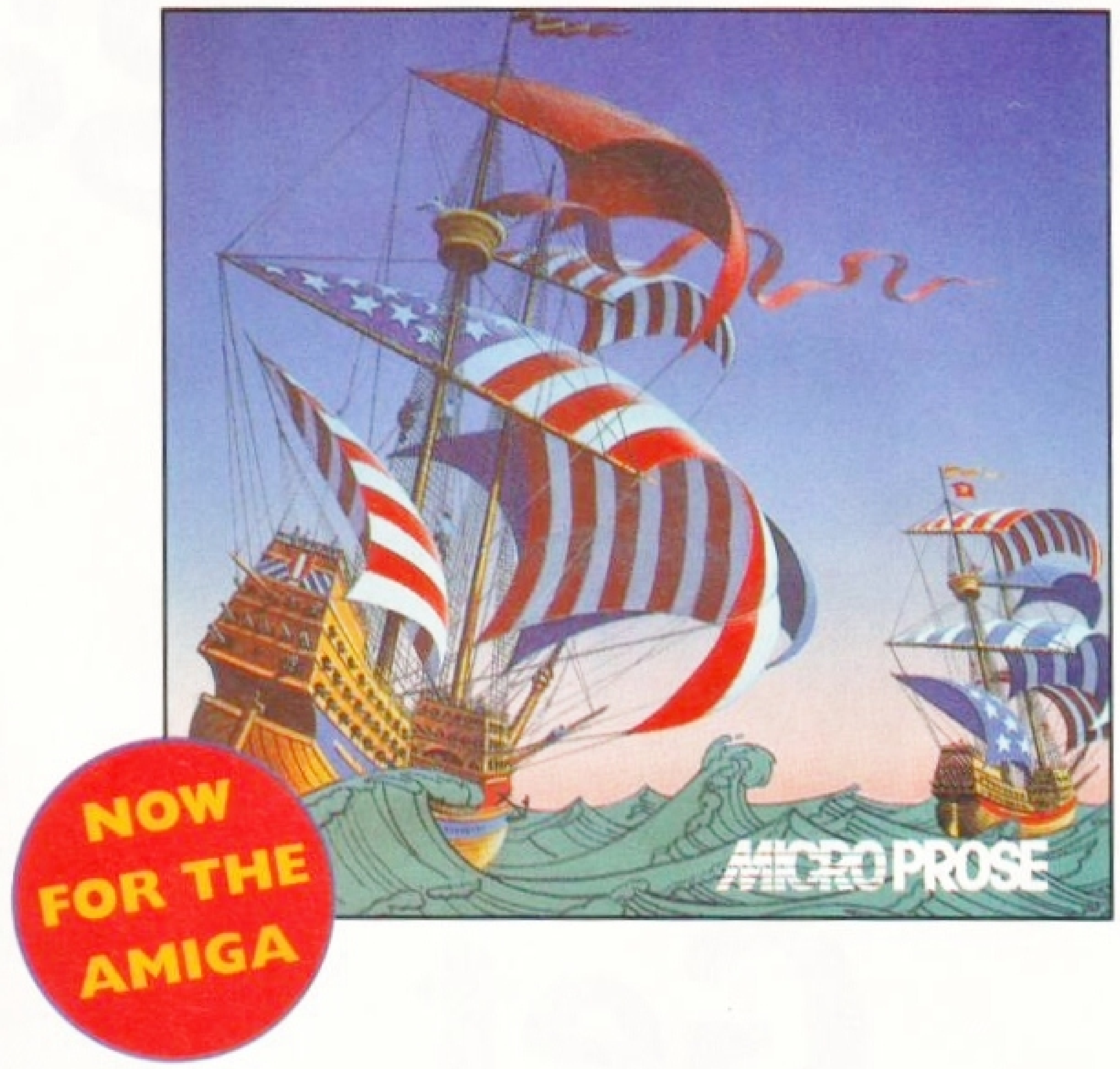




UFO: The only real difference between this version and the A1200 is the graphics, which are still great – but get a hard drive or you'll go insane.

BE THERE AT THE BIRTH OF A NATION

Sid Meier's COLONIZATION

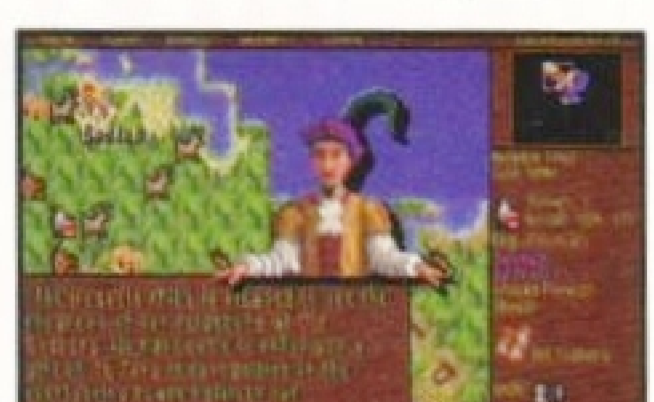


Sid Meier

DON'T SETTLE FOR ANYTHING LESS!









FOR IBM PC COMPATIBLES AND COMMODORE AMIGA A500 Plus, A1200

Steve McGill attempts to take over the world with the spinning disc version of this classic, adrenalin-pumping, cyber strategy game...



Syndicate CD32



"McGill's alive! Despatch war rocket Ajax to bring back his body", said Flash Veitch, with an evil grin.



The Uzi SMG is just one of the many powerful weapons at your disposal.

Everyone in the world knows about *Syndicate*, the violent 'futuristic' backdrop for internecine corporate wars fought over a global battleground between sinister cyborg agents of said corporations.

If you unashamedly invest in artistic licence, it is easy to relate to the ethos, but not implementation, of the CD32 conversion of *Syndicate*.

Future Publishing has been absorbed into the body of MEGA GLOBAL CORPORATION Pearson, and is currently providing muscle in Pearson's struggle to establish a worldwide multi-media empire, with a corporate logo in every country in the world. As an agent of this mega global multimedia corporate empire, my mission brief was simple. Find out why the CD32 version of *Syndicate*, with its integrated Akiko Planar to Chunky chip, doesn't make use of the hi-res graphics of the PC version – a technically feasible and not overly difficult task.

The first port of call was Bullfrog – a well known company which, while profitable in itself, has a strong brand image exploitable over several media rather than exclusively on computer games. Unsurprisingly, it's been snapped up by Electronic Arts, another corporation with global aspirations.

I spoke to Mike Diskett, head of conversions at Bullfrog. According to Mike, the 2Mb limitation of the CD32 meant that if they had wanted to include the PC graphics, much of the game code and detail of *Syndicate* would have had to be lost. Fair enough, but when pushed further, Mike admitted that the conversion had been farmed out to an outside firm.

One phone call to Mindscape later, and I was speaking to Clive Fort, an ex-Commodore employee. He took the offensive and grilled me on the new control system using the CD32 controller that had been added to the game. I had to admit that, while commendable in itself, it was much clumsier than using a mouse – one nice touch though is a targeting system known as Acquire and Fire which automatically targets the nearest quarry to your cyborgs. "Fair comment," said Clive, "We're proud of the system."

Rock steady

Steadfastly and tenaciously, I stuck to the task in hand. Clive said that to convert the PC graphics to the CD32 would: "Be like trying to fill a pint pot from a quart jug, plus some." When interrogated further Clive finally broke down and admitted that it was more a commercial consideration based on the time needed for conversion.

So there it is. *Syndicate* could quite legitimately be considered 'shovelware'. But if you're a CD32 only owner, it's still a brilliant game well worth buying – despite some annoying mechanics such as the lack of a view inside buildings, or fiddly vehicle control.

If you own an Amiga too, buy *Syndicate* on budget instead. It'll cost you less than half the price of the CD32 version, and it is exactly the same to look at and to play.



Special Agent Mumford is toughened up with the purchase of various special add-ons.

FLOPPY SYNDICATE

This month also sees the re-release of *Syndicate* on floppy systems (as mentioned above). Owners of SX-1's would be better served purchasing this at the extremely affordable price of £14.99.

Other than the CD32 controller option, there's no difference between either game. Take note.

SYNDICATE

Publisher
Mindscape 01444 246333

Price
£34.99

Versions
CD32

Release date
Out now

Graphics 7 out of 10
Just as if you were playing the game on an A500.

Sound 7 out of 10
Top spot FX add to the sinister atmosphere.

Addiction 8 out of 10
I actually took the office CD32 home to play it over the Bank Holiday.

Playability 8 out of 10
Better played in conjunction with the CD32 controller and a mouse.

Overall verdict
It's disappointing that nothing extra in terms of missions or graphics have been added to the game. But *Syndicate* is still one of the best games ever released on CD32.

90%

■ Buy *Syndicate* on budget instead. It'll cost you half the price

With the likes of *Super Skidmarks*, *Guardian*, *Defender* and *Roadkill* on one disc and *All Terrain Racing* on the other, Steve Bradley's had a smashing time.



Super Skidmarks CD32

SUPER SKIDMARKS CD32

Publisher
Guildhall Leisure 01302 890000

Price
£29.99

Versions
CD32

Release date
Out now

Graphics 8 out of 10
***Blitz Basic* is a fine language. We want more.**

Sound 8 out of 10
A revving treat – just like listening to stock cars.

Addiction 9 out of 10
The more the merrier but fine for the single player.

Playability 9 out of 10
Intuitive control, and some great tracks to race. Grand.

Overall verdict
***Super Skidmarks* is a bumping belter of a racing game and one which improves as you develop your driving skills. We recommend.**

92%



In the original *Skidmarks*, hitting the side brought you to a standstill – now rectified.



A bovine extravaganza, as the herd hits the final bend, milking the applause. Oh dear.



It's tough to get from the back of the grid to the front, unless you get lucky bumps.

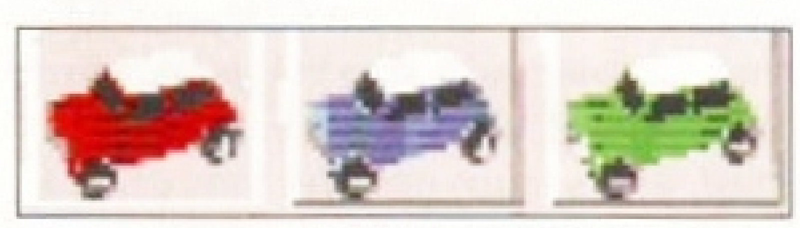
Text explorer take note. This spanking Compact Disc not only includes *Super Skidmarks* (floppy reviewed *AF71* 92%), the shebang also features a stupendous playable demo of Acid's wonderful *Defender*-For-The-Nineties, *Guardian* AND the glory that is the PD version of *Defender*. They've also rolled in the *Roadkill* movie, too, from their cunningly-titled racing game *Roadkill*. Breathless with wonderment?

It's like one of those full Sunday dinners you can buy in the supermarket and microwave for 10 minutes, only with less lumpy gravy. (NB. If my mother is reading this, I don't buy those meals, honest.) Anyway, digression is a source of much distraction, so to the little cars without ado. This is simply the best multi-player racing game in town, blazing a scorching trail of skidmarks, probably, for the rest to follow in its wake.

As your correspondent fingers his way across the keyboard, *Super Skidmarks* is deservedly the best-selling computer game in these fair Isles. A game which is fulsome in circuit and resplendent of vehicle. Minis, buggies, Beetles, racing cars, Porsches, pick-up trucks, caravans and even cows take the chequered flag – the closest comparison one can make is to that jaunty drive, stock car racing.

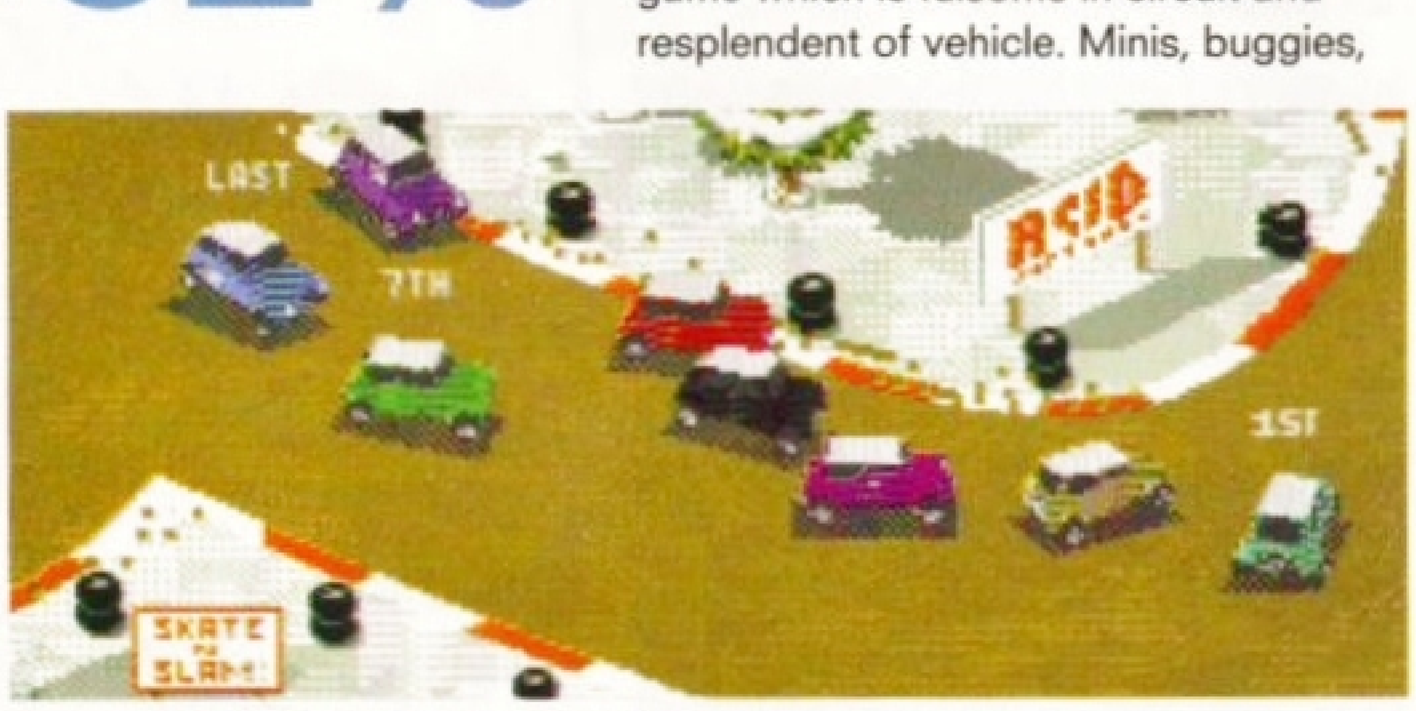
Up to eight cars race at one time, bumping, boring and sliding around the gravel and tarmac circuits and the most important attribute to the skilled racer is line. Take the wrong line and you can be bumped from first to last in seconds. But nudging can work in your favour; a swift shunt and the resultant speed burst can shoot you through the pack.

Super Skidmarks really comes into its own in multi-player mode. Up to eight can race, though you need two CD32s and monitors and a link cable. Oh, and four-way joypad adaptors or keyboards attached to the old console. Fortunately, for the less-equipped, four can race on the one machine, though again, a four-player joypad adaptor is required, though Acid Software kindly explain how to put one together in the manual.



Damn. If the green Mini was white I could have made reference to *The Italian Job*.

Anyway, to multi-player races. Against fellow beings, *SS* truly demands concentration, dextrous joypadular skills and perhaps most of all, sheer nerve. Picture it. You're out in front, two laps remaining, three chums on your tail. Carelessly, you oversteer, collide with the side barrier losing valuable milliseconds and as the third car shoots past, he catches you and suddenly you're facing the wrong direction, victory beyond you. Doggonnit. Give your CD32 a treat.



Ensure you take the inside line when hitting the bends – this offers the best opportunities for getting bumped up the pack and hopefully into a winning position.

ATR CD32

Team 17 01924 201846 ■ £25.99
■ Out now

70%

Garnering somewhat mixed reviews in the specialist press when released on floppy, *ATR* (*All Terrain Racing*) nevertheless courted a certain favour in the *AF* office, particularly when pedalling the racing tracks.

The remaining 'terrains' were overly fussy, and somewhat unkind to all but the most skilled behind the wheel; the less pedantic, however, enjoyed the regenerating cones, the ridiculous layout of some courses and the admittedly excellent car movement. The game remains the same; the score, too.





Eek, watch the cones. Look out for that bend.

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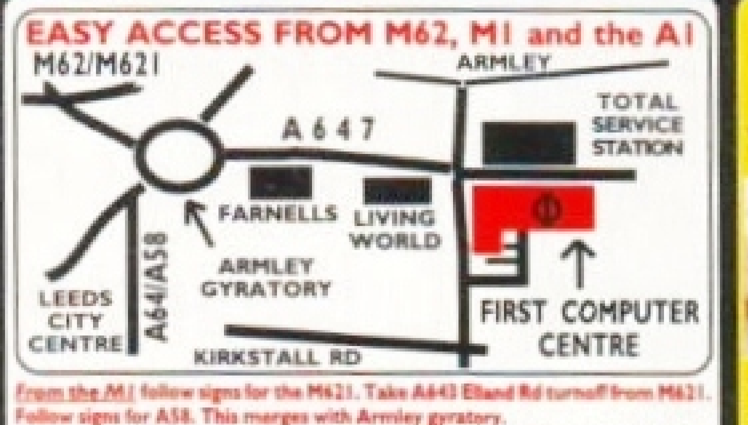
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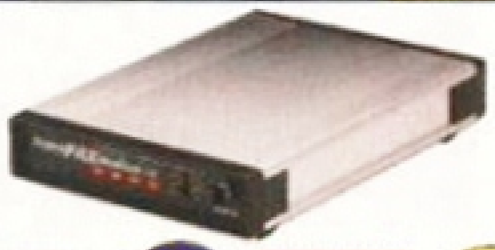
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***X-Fighter* isn't as good as *Shadow Fighter*. Or *Mortal Kombat II*. That's fighting talk that is. Steve Bradley goes 10 rounds with a new beat-em-up.**



X-Fighter CD32

X-FIGHTER CD^{32}

Publisher
Thalion 0121 449 4464

Price
TBA

Versions
CD^{32}

System requirements
CD^{32}

Release date
June

Graphics — 5 out of 10
Very average, but then this is the CD^{32} and we expect a lot better.

Sound — 6 out of 10
No music – give thanks. Howls, grunts and thwacks are fine.

Addiction — 7 out of 10
Certainly a game which will occupy the battler for the odd hour.

Playability — 7 out of 10
Easy-to-use one-button fighting action.

Overall verdict
Gameplay beats presentation by three falls and a submission.

70%

■ Swords, cables, chains, enormous fists, flashing bolts – all the usual gadgets are included



A Minion Of Death strikes a crushing blow on to the hapless chap with a chain.





For a CD^{32} beat-em-up, *X-Fighter* is far from graphically slick, and the scrolling is hardly smooth, yet it's easy to get the hang of the moves. There are eight groups of four fighters and each member of each team has the same basic moves. Got it?

Now here's an odd fellow. My pugnacious foe is somewhat stand-offish. I move forward, ready to kick the blighter in the midriff. Still he refuses to move. 'I'm in here,' I bravely suggest to myself, inching forward, ready for the kill until, blow me, if I'm not on the end of a one-hit combination, losing the match in the process. 'Oh fiddlesticks,' I cry in anguish as my ribs cave into my chest.

Eight groups of fighters here, split into teams of four – 32 battlers in all. Each member of the team has the same set of manoeuvres, the idea presumably being that you get to learn a team's characteristics and then take on other teams. Or something. Thais, Jets, Bouncers, Greasers, Ninjas, Mercs, Hunters, Minions of Death – thems are your gangs a-la *Guys And Dolls*, only I don't remember Marlon Brando having a machete. So basically you get eight different fighters.



But the guy on the left has got a sword. That can't be fair. Why haven't I got one?

The recent resurgence of the Amiga beat-em-up genre has seen the cart conversion of *Mortal Kombat II* and Gremlin's quirky *Shadow Fighter* take centre stage while *Rise Of The Robots* fell dismally at the first hurdle.

Scantily clad

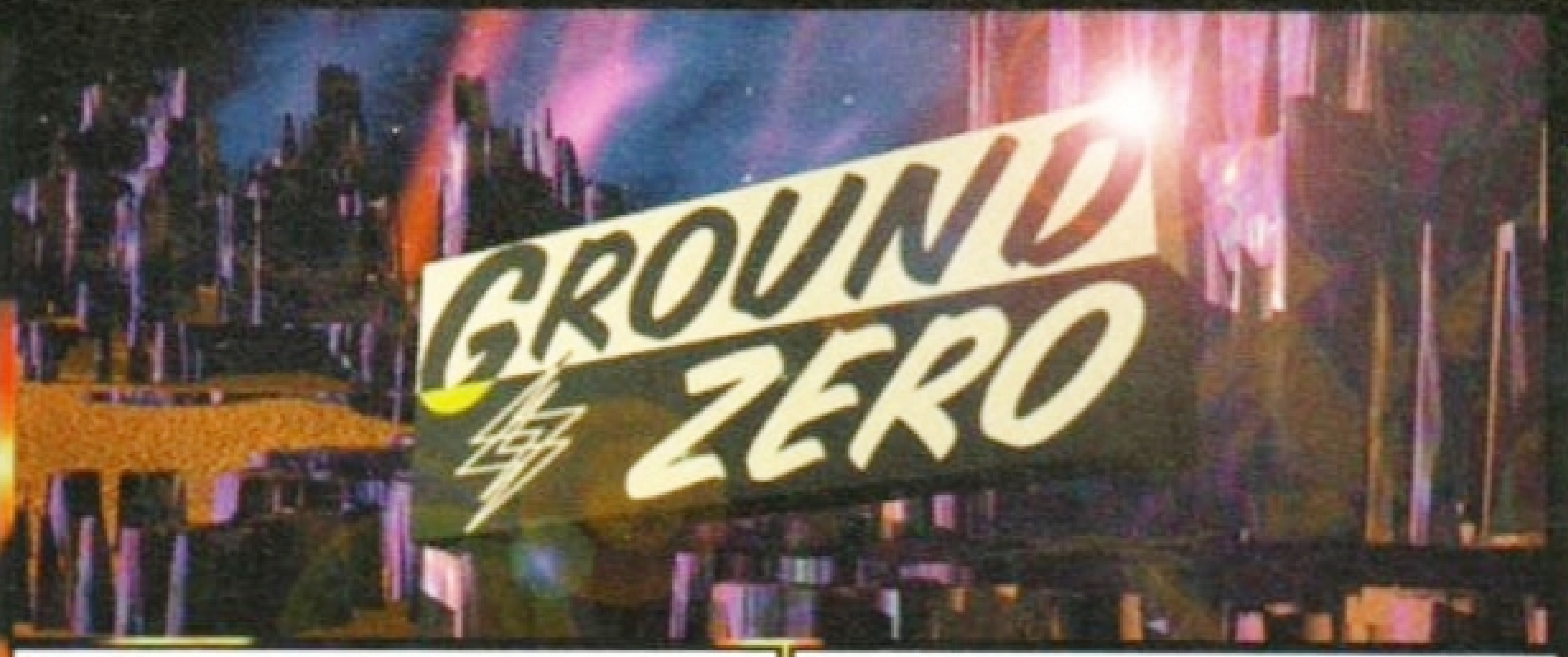
X-Fighter positions itself between the camps, a *Street Fighter* clone without the slick graphics, a flickery-screened, yet reasonably playable number. The backdrops are extremely dull and very poorly animated. You're scrapping on a pavement by the docks, barrels littering the background, though as you would expect, a scantily-clad woman sits atop the bonnet of a red Ferrari. At least I think it was a Ferrari.

Or perhaps you're in a goods yard with an HGV perched calmy behind. Whatever, they're well below the standard of say, *Elfmania*, as is the jerky scrolling, which for a CD^{32} game is unforgiveable. Don't show this game to your mates with *SSFII* on a SNES. They'll rip you to shreds.

And the plainsome visuals lead the pad basher to feel less empathy with the characters than with the more rounded *MKII* and colourful *Shadow Fighter*. Each team has super combo moves which can involve up to six directional taps before boshing the fire button – not particularly easy to pull off in the heat of battle, but then this complaint can be levelled at most beat-em-ups. The standard manoeuvres are easy to learn with practice – a tap, tap and a tap.

Swords, cables, chains, enormous fists, flashing bolts. All the usual gadgets are included and in some bouts you can simply bash a long chain into your hapless opponent from a safe distance, winning the bout at a canter.

But despite *X-Fighter*'s shoddy appearance, the gameplay is just about good enough to overcome presentation. If only it wasn't up against the far slicker *Shadow Fighter*, if only it was smoother and had parallax scrolling.

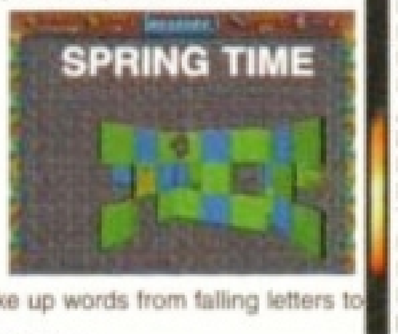


"Phone us for titles you don't see listed." All F1 and CLR available.

NEW TITLES

GAMES

G511-G513 (3 DISKS) **CARD GAMES DELUXE** Uses the Klondike card sets. Video Poker and Black Jack. 3 Meg required. WB 3.0+ only.
G514 **VENUS CARDS** Glamour cards for Klondike Deluxe 2 or better.
G515 **LION KING CARDS** For Klondike Deluxe 2 or better.
G516 **MARILYN 2 CARDS** For Klondike Deluxe 2 or better.
G517 **FEARS PREVIEW** New version of this amazing Doom clone. Improved graphics, weapons and enemy. WB 3.0+ only.
G518 **CARNAGE** Superb 2 player blaster. Play split screen, null modem link between two computers or via modem. Not WB 1.3.
G519-G522 (4 DISKS) **CHILD MURDERER AGA** Sinister horror text/graphic adventure set in victorian times. WB 3.0+ only.
G523-G525 (3 DISKS) **CHILD MURDERER ECS** The above adventure game for non-AGA Amiga's. Avoid is easily scared. Not WB 1.3.
G526 **GLASSBACK 2** Nice platform and ladder game ideal for the younger player. Shareware.
G527 **DOMINOES** A game of dedication and cunning.
G528 **CAR BUSINESS** Shareware game based on the multi billion dollar car industry where you're at the helm of such a company.
G529 **SCORCHED TANKS 1.85** Brilliant and addictive Artillery game for 1 to 4 players, Mamouth amount of weapons.
G530-G552 (22 DISKS) **JACK NICKLAUS ULTIMATE GOLF COURSES** Loads of courses for this commercial game. Phone us for the list of courses or see catalogue disk 2.
G553 **THE THERAPIST** The computer becomes a therapist and you the patient.
G554 **SUPREME FIGHTER** Beat-em-up with graphics in the style of the Spectrum classic Ti Na Nog.
G555 **TOMMY TANKERS** 2 Player overhead tank warfare game.
G556 **WHEEL CHAIR GLADIATORS** Up to 4 player beat-em-up with plenty of weapons. Not WB 1.3.
G557 **INDYCAR CHALENGE** Racing team management game.
G558-G559 (2 DISKS) **MASQUERADE** Excellent puzzle game. WB 3.0+ only.
G560-G561 (2 DISKS) **WALLY WORLD** Platform game.
G562-G563 (2 DISKS) **THE PYRAMID GAME** Puzzle platform game.
G564-G574 (10 DISKS) **CLASSIC C64 GAMES** Full to the brim with famous Commdore 64 games of yestayear. Requires C64 Emulator.
G575 **SPRING TIME** Ingenious 3D arcade puzzle game. Don't miss the jewel of a game. Ground Zero's recommended game of the month.



G576 **DIAMOND CAVES 10** Neat Boulder Dash game with level editor. WB 3.0+ only.
G577 **MASTER BLASTER 101** 2 Player Dynblaster clone with cute graphics and plenty of power ups.
G578 **SPELLTRIS** Tetris variant but instead of falling blocks. You must make up words from falling letters to clear the level.
G579 **PLAYBOY CARDS** For Klondike Deluxe.
G580 **TANKS** 3D vector graphics 2 player shoot-em-up, based on the clasic arcade game. Incredibly addictive.
G581 **EVASIVE AKSION** Platform game where you're trapping within a dream with a crazy setting.
G582-G583 (2 DISKS) **ALIEN GENOCIDE** You must destroy the alien infestion that has taken over the heavy cruiser.
G584 **KELLOGS LAND** Commercial quality platform game.
G585 **PAUL'S JOURNEY** Biblical adventure game.
G586-G587 (2 DISKS) **THE UTLIMATE STAR TREK** Been around for a wile but still great. Stategy game by Tobias Richter. You are captain of the Enterprise on the 5 year mission.
G588-G589 (2 DISKS) **STAR TREK** This ones by Jimbo Barber.
G590-G593 **STAR TREK** This ones by Eric Gustafson. Digitised graphics and sound effects are used to great effect.
G594 **BATTLE DUEL v1.01** Artillery game suited for hi-res monitors and hard drives. Not WB 1.3.
G595 **BIRDS CARDS** The feathered type. For Klondike Deluxe.
G596 **NBA CARDS** American basketball cards for Klondike Deluxe.
G597 **NEW ROSES CARDS** Flowers. For Klondike Deluxe 2 & 3.
G598 **MAMMALS CARDS** Animal cardset. For Klondike Deluxe.
G599 **OCEAN CARDS** Sea life. For Klondike Deluxe 2 & 3.
G600 **X-DOS** KlondikeDeluxe cardset. OVER 18'S ONLY.
G601 **PSYCHEUAL** Shareware Alien breed style shoot-em-up with plenty of blood and gore. Not WB 1.3.
G602 **LAST LAP v1.0** Fantastic racing game for 1 or 2 players. Speed around many exciting circuits. 2 Meg required.



G603 **JETSET WILLY 3** Clone of the brilliant Spectrum platformer.

UTILITIES

U687 **AMIGA FAX 1.42** Shareware Fax modem software. Not WB 1.3.
U688 **AMIGA BASE** The most powerful shareware database available that can even be programmed. Many features.
U689 **PC TASK 3.1 DEMO & PC TASK 3.0 > 3.1 UPDATER** Useable software based PC emulator demo. Plus updater for full version of PC Task. Not WB 1.3.
U690-U691 (2 DISKS) **PAGESTREAM 3.0f > 3.0g UPGRADE** Updater disks. Requires version 3.0f of Pagestream. Upgrades to 3.0f also available to allow this 3.0g upgrader to work.
U692 **PROTITLER 2.1** Powerful shareware video titling application. Subtitles, headlines, scrolling cast lists. This does the lot. Not WB 1.3.
U693 **DELITRACKER II** Hi fi style music module player. Supports over 100 different formats. Not WB 1.3.
U694 **PARNET HARD DRIVE 1.4** Amiga to Amiga/Amiga to CDTV/ Amiga to CD32 (SX1) parnet software. Easy to use. Not WB 1.3.
U695-U697 (3 DISKS) **ARCHIVING KIT** Lha, Lzx, Tar, Zip, Zoo, Dms, Arj, UUencode, Powerpower. And Graphics interfaces to make it easy.
U698 **MAGIC DIRECTORY OPUS COMPANION** Adds extra features.
U699 **METEAFORM TUTORIAL** For Lightwave.

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New titles contintued.....

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U698 **MAGIC DIRECTORY OPUS COMPANION** Adds extra features.
U699 **METEAFORM TUTORIAL** For Lightwave.

U700 **MAIN ACTOR v1.55** Module animation system. Need Hard Drive. Not WB 1.3.
U701 **VIC 20 EMULATOR** Plus 20 games to try out.
U702 **D PAINT 4.1 BUDDY SYSTEM** On line tutorial/reference manual for this art package. WB 3.0+ only.
U703 **LIBRARYS AND DATATYPES** 47 of them. WB 3.0+ only.
U704 **AMIGA TO PSION** Connect your Amiga to Your Psion Palmtop.
U705 **NATIONAL LOTTERY WINNER 2.0** Now works on all Amiag's.
U706-U708 (3 DISKS) **PELICAN PRESS** Desktop publishing.
U709 **MORE HARD DRIVE GAME INSTALLERS** Alien Breed II ECS, Apache, Apocalyse, Arcade Pool, Assasin, Bill's Tomato game, Body Blows 2 AGA, Crash Test Dummies, Cyberpunks, Elfmania, Fantastic Dizzy, Kick Off 2 AGA, Lotus 3, Man United Premiere League Champions, Muzzy, Naughty Ones AGA, Pierre Le Chef, Trolls AGA, Ultimate Pinball, Zool AGA.
U710 **DISK STIK V1.1** Handy program for printing 3.5" disk labels.
U711 **PRO PAGE V2.1 HELP DISK** Tuition.
U712 **PRO PAGE TEMPLATES** Templates for cassette sleeves, disk box dividers, video spines etc. Plus a load of genies.
U713 **APLAYER 1.21** Brilliant, convenient multi-tasking module player. Not WB 1.3.
U714 **COLOUR WB** Change the look of your workbench icons with these better looking replacements. Not WB 1.3. Hard Drive Only.
U715-U717 (3 disks) **WORKBENCH BACKDROPS** Selection of Workbench background pictures and patterns. WB 3.0+ only.
U718 **ART PRO** conversion and processing package. Supports main popular formats plus datatypes. Not WB 1.3.
U719 **TEXTURE STUDIO v1.01** Texture editor for Imagine 3. Many super mapping features. Shareware. Require FPU. Not WB 1.3.
U720 **AMIGADOS GUIDE v1.5** Learn about the Amiga DOS commands, the Amiga Dos applications and what those errors mean.
U721 **PROTECTOR** File encryption programme.
U722 **BALLS** Super lottery numbers programme. Generates random selections and can calculate numbers by examining the database of past winning numbers.



U723 **HARD DRIVE GAME INSTALLERS 3** Uridium 2, Trolls ECS, Super Stardust, Shadow of the Beast 3, Skidmarks 2, Skeleton Krew, Arnie 2, ATR, Beneath a Steel Sky, Bump & Burn, Faskback, Kings Quest 6, Lion King AGA, Mortal Kombat 2, Naughty Ones ECS, Parasol Stars, Rise of the Robots, Rock & Roll, Sesible World of Soccor, Shadow Fighters ECS. Not WB 1.3.
U724-U725 **MAGIC WB ICONS 6** More Icon replacements.
U726-U727 **MAGIC WB ICONS 7** More Icon replacements.
U728-U729 **MAGIC WB ICONS 8** More Icon replacements.
U730-U731 **MAGIC WB ICONS 9** More Icon replacements.
U732-U733 **MAGIC WB ICONS 10** More Icon replacements.
U734-U735 **MAGIC WB ICONS 11** More Icon replacements.

MISCELLANEOUS

E103 **LUCID MORSE TUTORIAL DEMO** For Radio Amateurs.
E104 **LUCID R.A.E. TUTOR DEMO** For Radio Amateurs.
E105 **GCSE MATHS EXAM PAPERS** Study disk for students.
T82 **BACK DOOR 6** The ultimate game cheat/tips lister. Even covers PD games.
T83 **RED DWARF GUIDE** Covers from series 1 to 6.
T84 **X-FILES GUIDE** Episodes guide.
T85-T91 (6 DISKS) **STAR TREK GUIDE** The complete trekkie fan database. Episode guide, scanned pictures etc. Hard Drive only.
T92-T93 (2 DISKS) **GRAPE VINE 21** Latest release of this famous disk magazine. Many computer and non computer related articles.
T94-T95 (2 DISKS) **CLASSIC CHEAT LISTS** Absolutely 100's of game hints and cheats.
T96 **THE WORD NO.5** Scene disk mag by NFA. WB 3.0+ only.

DEMOS

D280-D281 (2 DISKS) **IMPOSSIBLE POSSIBILITY** A Fine demo from Mystic. A competition winner. WB 3.0+ only.
D282 **PRIMAL SCREAM** HOT demo. WB 3.0+ only.
D283
M163-M164 (2 DISKS) **HOPEFULLY** A music rock-tro. Not WB 1.3

AGA ONLY SLIDESHOWS AGA ONLY

S162-S164 (3 DISKS) **BIG GIRLS II**. Over 18's only.
S165-S166 (2 DISKS) **SHERILYN FENN SLIDES**
S167-S169 (3 DISKS) **DANNII MINOGUE SLIDES**
S170-S172 (3 DISKS) **KATHY IRELAND SLIDES**
S173-S175 (3 DISKS) **KATHY IRELAND SLIDES 2**

New titles contintued.....

S176-S178 (3 DISKS) **KYLIE MINOGUE SLIDES**
S179-S181 (3 DISKS) **KYLIE MINOGUE SLIDE 2**
S182-S184 (3 DISKS) **NIKKI TAYLOR SLIDES**
S185-S187 (3 DISKS) **PAMELA ANDERSON SLIDES.** Over 18's
S188 **PATRICIA FORD SLIDES**
S189 **PAULA POROZKOKA SLIDES**
S190-S192 (3 DISKS) **FEMALE BODY BUILDERS SLIDES**
S193-S195 (3 DISKS) **FEMALE BODY BUILDERS SLIDES 2**
S196-S198 (3 DISKS) **CHRISTINA APPLEGATE SLIDES**
S199-201 (3 DISKS) **ORIENTAL LADIES SLIDES** Over 18's only.
S202-204 (3 DISKS) **ORIENTAL LADIES SLIDES 2** Over 18's only.
S205-207 (3 DISKS) **BLOND BOMBSHELLS SLIDES** Over 18's only.
S208-S210 (3 DISKS) **BLOND BOMSHELLS SLIDES 2** Over 18's.
S211-S213 **ANNA NICOLE SMITH SLIDES** Over 18's only.
S214 **VANNA SLIDES** Over 18's only.
S216 **DOOM 2 SLIDES** From the PC game.

GAMES

G488 **PRETTY CARDS** Models in swim wear. For K.Deluxe 1, 2 & 3.
G489 **REAL BEAUTIES CARDS** Over 18's only. K.Deluxe cardset.
G491 **ORIENTAL LADIES CARDS** Over 18's only. Klon.deluxe.
G492 **DRAGONLANCE CARDSET** Fantasy cards for K.Deluxe 2 &3.
G494 **DIY REKO** Make your own Klondike Cardsets. Requires Image FX 1.50 or above and 6 meg. WB 3.0+ only.
G508 **SHERILYN FENN CARDS** For Klondike Deluxe 2 & 3.
G383 **ROCKETZ v2.25** Improved version of this exceptional 1 or 2 player split screen Thrust genre shoot-em-up. WB 3.0+ only.
G482 **INTERNAL COMBUSTION** Ace Super Sprint style racing game. Drive a Porche, Buggy or F1 car. Shareware.
G483 **THE SUMMONING** Detective graphic adventure game with a murder plot. The dangers are great but the rewards high.
G484 **T-RACER** Professional shareware side scrolling parallax shoot-em-up. powerups and an amazing bonus stage.
G495 **PUNTER v1.0** Animated horse racing betting game.
G496 **SUPER MEGA FRUITS** Shareware fruit machine game.
G498 **DONKEY KONG** Brilliant authentic clone of the all time classic.
G499 **GRAVITY FORCE 2** Compulsive 2 player split screen blaster.
G502 **SCAVENGE** Shareware 2 player split screen blaster set within a maze. Good graphics and extra weapons pick ups. WB 3.0+ only.
G503 **MASH** Similar to Team 17's new Wormz game. A subtle cross between Lemming's and Cannon Fodder. Shareware.
G505 **CYBERDRONE** Futuristic Dungeon Master clone.
G506 **CYBERMAN** 3 Dimensional Pacman clone with smooth vector graphics. Amazing. WB 3.0+ only.
G507 **PUCMAN** Authentic shareware Pacman recreation with loads of extra features including a 2 player on screen at once option. Fab.
G388-G391 (4 DISKS) **KLONDIKE DELUXE 3** - Latest version, but HD installation and 4 megs of memory needed. WB 3.0+ only.

UTILITIES

U325 **OCTAMED v4.** The most powerful music composition software available from the Public Domain. New freeware release.
U434 **VIRUS WORKSHOP v4.7** New version. Virus killer. Not WB 1.3.
U449 **ZXAM SPECTRUM EMULATOR v1.6b** Latest version of the optimised speccy emulator for AGA Amiga's. WB 3.0 only.
U667 **CAR DATA ANALYST** Calculates various ratios, efficency and performance scores for your car. Shareware.
U669 **PRO-GAMBLE 2.1** Horse racing prediction software.Shareware.
U670 **PERSONALITY ANALYSIS** A rather neat programme that will write a essay on your personality after you have answered a series of questions. The results are indeed very accurate and enlightening.
U671 **GFX CON** Powerful picture format convertor. Supports Gif, Jpeg, IFF, PCX, Postscript, Tiff, Targa, BMP and others. 4 MB and hard drive recommended. Not WB 1.3.
U672 **CHEQUE MATE** Personal account management programme.
U673 **LOANS AND ACCOUNTS** Various financial loan calculators and personal finace account applications.
U674 **CALORIE COUNTER DIARY** Shareware computerised dieters diary to record their daily food intake.
U675 **AWARD MAKER 2** Create and print an endless variety of award certificates with this neat programme.
U676 **IMAGE DESK** Thumbnail orientated image database for users who need the keep a catalogue of their pictures. Not WB 1.3.
U677 **F1 EDITOR** Allows you to edit various cosmetic and physical aspects of the Formula One Grand Prix game.
U680 **PROTITLER 2.0** Video titling software.
U681 **PAGESTREAM 3.0 > 3.0F PATCH** Pagestream upgrade.
U682 **PAGESTREAM 3.0A > 3.0F PATCH** Pagestream upgrade.
U683 **PAGESTREAM 3.0B > 3.0F PATCH** Pagestream upgrade.
U684 **PAGESTREAM 3.0C > 3.0F PATCH** Pagestream upgrade.
U685 **PAGESTREAM 3.0D > 3.0F PATCH** Pagestream upgrade.
U686 **PAGESTREAM 3.0E > 3.0F PATCH** Pagestream upgrade.
U529 **HARD DRIVE GAME INSTALLERS** - Games installers for Alien Breed AGA, Assassin SE, Body Blows, Body Blows 2 ECS, Goal, Ishar 2, Ruff and Tumble, Super Stardust, Super Frog, Zool 2 ECS, Walker. Alien Breed 2 Tower Assualt, Bubble & Squeak, Mortal Kombat II, Jungle Strike. Not WB 1.3.
U451 **SPECTRUM EMULATOR v2.0** New version of the Spectrum emulator. Includes some games.
U437 **AMOS EXTENSIONS** Seven great Amos/Amos Pro extensions adding more commands to both languagesr.

F1 LICENCEWARE

POSTAGE AND PACKING ON F1 SAME AS PUBLIC DOMAIN P&P.

F1-041 **GRAND PRIX MANAGER** Run your own Grand Prix racing team. Highly acclaimed. 1994 Season. PRICE £3.99.
F1-044 **BLACKBOARD v3** Professional image processor. Requires 2 floppy drives. PRICE £5.99.
F1-050 **ABSOLUTE BEGINNERS GUIDE TO AMOS V2** Guide for new Amos peogrammers. PRICE £4.99.
F1-051 **INTRODUCING WORKBENCH AND AMIGADOS** Amiga Shopper gave this 90%. Not WB 1.3. PRICE £4.99
F1-052 **OPERATION FIRE STORM** Green Beret. PRICE £3.99.
F1-059 **PUNTER v2.0** - Horse racing game. PRICE £3.99.
F1-031 **POWERBASE v3.30** Professional database. PRICE £3.99.
F1-032 **WORD POWER v2** Solve crosswords and anagrams. Huge 36,000+ word dictonary. PRICE £3.99.
F1-033 **POWER PLANNER** Personal orginiser. PRICE £3.99.
F1-066 **G.R.A.C** Make your own graphic point and click adventure games like Relics Of Deldroneye. Not WB 1.3. PRICE £4.99.
F1-068 **AQUANAUT** Underwater shoot-em-up. From the author of Giddy I & II and Operarion Fire Storm. Incredible. PRICE £3.99
F1-063 **SPEEDTRIS** Tetris game with NEW features. PRICE £3.99.
F1-072 **THE EIRE RAISING ADVENTURES OF SEAMUS O'MALLY** Genuinely funny point and click graphic adventure. £6.99
F1-074 **AMIGA ASSIST** To show beginners how to use their Amiga. Many in-depth easy to read topics. PRICE £3.99.
F1-076 **OBSTICKLE** Multi-level bouncy platform game. £3.99.
F1-078 **SUNNY SPELLS** Fun with spelling for kids. PRICE £3.99.
F1-080 **MAL'S MAP EDITOR** For Amos and Amos Pro. PRICE £3.99.
F1-081 **AQUAKON** Doom on water. 3D shoot-em-up. By the author of Relics and Fortress. WB 3.0+ only. PRICE £5.99.

ALIENS CONFIDENTIAL MULTIMEDIA

A comprehensive compilation of facinating UFO, extraterestal related text and picture files for the Amiga. Information about abductions, Roswell, Area 51, Cattle mutilations, crop circles, cover ups and much more including several digitised pictures of UFO's. PRICE: £9.00 + P&P. 9 DISKS.

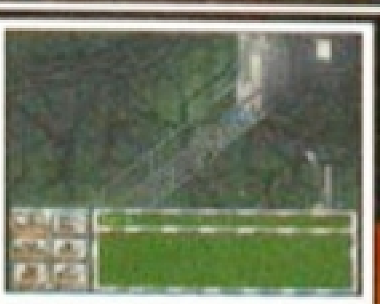


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ONLY AVAILABLE FOR AGA AMIGA'S

G.R.A.C

Create professional graphic point and click adventure games like this! No programming knowledge needed, just the limits of your vast imagination.
Disk: F1-66. F1 Licenceware.
Price: £4.99 + P&P. 2 Disks.
Not WB 1.3 compatible.



The above game, Lethal Formula is included in the package.

DISK COMPRESSOR



Compress your hard drive data by upto 50%, potentially doubling the current capacity of your hard drive. Very easy to install and comes along with an intuitive graphic user interface for complete user friendliness. Once installed remains hidden in the background, with hardly no slow down to the system. Requires Kickstart 2.0 or above.

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ONLY £5.99 + P+P.

CD's

WEIRD SCIENCE CLIP ART 1000's of images. £9.99.
ASSASSIN GAMES The collection from 1-200. £16.99.
AMOS PD LIBRARY Amos titles and source code. £16.99.
AMINET 4 The latest titles from around the globe. £12..99.
AMINET 5 PD Software straight off the Internet. £12.99.
HOTTEST 4 Games, utils, animations, demos etc. £16.99.
HOTTEST 5 Loads more great public domain stuff! £16.99.
AMIGA RAYTRACER 2 Imagine, Lightwave objects etc. £16.99.
GOLD FISH DOUBLE CD Fred Fish disks 1-1000. £25.99.
LOCK AND LOAD 1000 classic PD games. £16.99.
PRO CLIPART GIFS Glamour, art, digitised, etc. £16.99.
WEIRD SCIENCE FONTS 18,000 files. £9.99.
SPECCY SENSATIONS 500+ classic Spectrum games. £16.99.
17 BIT PHASE 4 All of 17 Bits latest titles. £16.99.
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AMINET BOX SET Quad CD pack. Aminet 1 to 4. £26.99.

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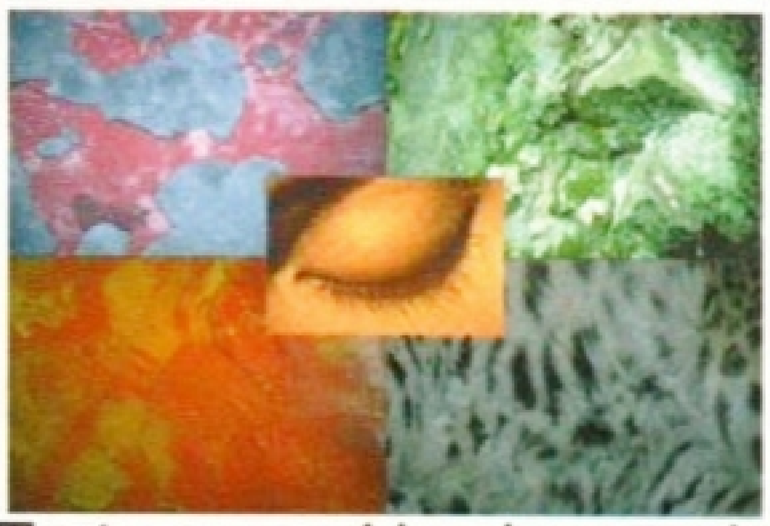


The coolest PD CD ROM around with a user friendly menu driven front end (unlike some others). We have only selected the very latest PD from around the world from the best games to the greatest serious applications. Something for everyone whether it be an addictive shoot-em-up or a stunning Star Trek Imagine Object. So up-to-date most of the titles listed here are on the CD.

* Custom GUI for easy operation.
* Exclusive packs made especially for this CD.
* Over 65 klondike cards.
* The complete Gathering 95 demos.
* Software from Dec 94 onwards only.
* The complete Active Software Pro disk packs.
* Ground Zero Imagine objects packs.

ZOOM CD ROM COSTS ONLY £19.99 + P&P.
Requires WB 2.0+ to run interface.

PHANTASMAGORIA



Textures and backgrounds CD ROM. Amiga, PC, Mac.

Hundreds of megabytes of royalty free photographic textures and backgrounds for raytracing, colour DTP and video. Completely original images compiled over a 5 year period. Images are are supplied in 24 bit Jpeg, 256 colour Gif and a selection in Amiga IFF format. Categorized and supplied with index pictures. Includes special tutorials for raytracing to show you how to get the best results from the textures. "We believe this is the best compilation of it's type".

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GROUND ZERO
PUBLIC DOMAIN, LICENCEWARE, CD ROMS

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•To order Public Domain software, simply send your name, address (WRITTEN CLEARLY) and your order details. Eg. Disks code numbers and title names. •Remember that prices are per disk and not per title. Take particular notice with multiple disk titles. •UK Postage and packing at 75p covers any order size. •For detailed programme descriptions on these and thousands of more PD titles, check out our catalogue disks.

ALL TITLES ARE COMPATIBLE WITH ALL AMIGA'S UNLESS STATED OTHERWISE.

Not WB 1.3 - **Will not run on Workbench 1.3 A500's**
WB 3.0+ only - **Will only run on AGA equiped Amiga's**

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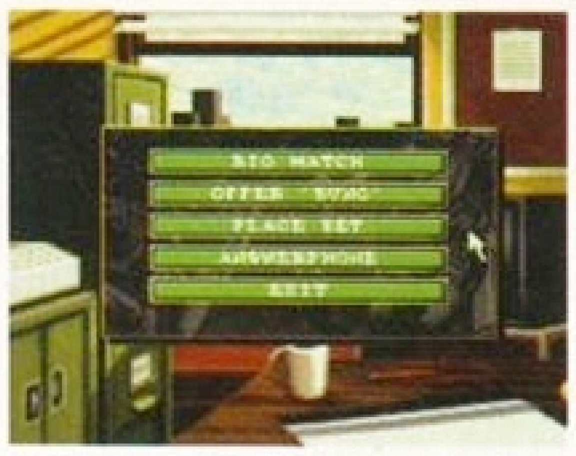
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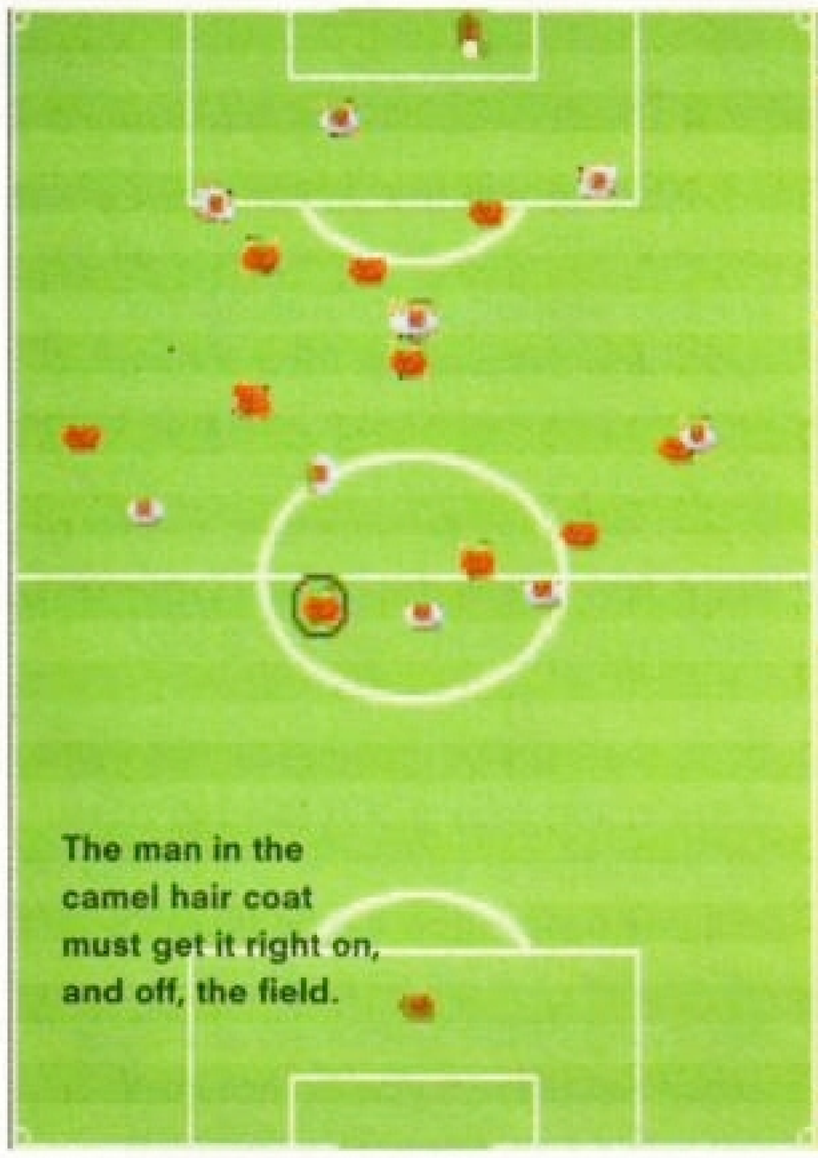
SEND IT IN

If you have a hint, tip or cheat to share with other Amiga gamers, write to: Steve Bradley, GameBusters, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. Or better still, send it on disk.

There's an onion bag-bulging theme to GameBusters this month with hints for *SWOS* and we've even bunged in tips for *Ultimate Soccer Manager* and *On The Ball*.



GameBusters



The man in the camel hair coat must get it right on, and off, the field.



ULTIMATE SOCCER MANAGER

Reviewed ■ *AF72*, 85%
■ Daze 0171 372 7435

Staying on top of your finances

Start the game with £5 million – it makes life a whole lot easier. Make good use of the first two weeks of friendlies. Use this time to improve your stadium (without losing capacity crowds) and generate gate money to offset against wages.

Make your ground improvements as soon as possible. If you wait, inflation will push up building prices. Build the biggest merchandise and food outlets that you can afford. You make much more money from the extra ranges that these units sell.

If you are suffering from crummy attendances and your gate receipts are looking dismal, try building yourself a 10,000-seater stand and give away 6,000 or so tickets. You won't get any gate money but those who turn up will buy merchandise.

Spread the food and merchandise outlets evenly around the ground. Put the best outlets near the highest capacity stands for the greatest income. Keep your ticket prices fairly low for friendlies, and inflate them for cup games when you play against clubs in a higher division. Plan your improvements so that you have an all-seater stadium by the time you reach Division One. If you fail to do this and still have terraces when you get promoted from the second division, the FA will condemn the offending stand.

If you want to make more money from advertising revenue, make the deals yourself, because your assistant manager doesn't take much care over negotiating the best prices. Aim to increase all ticket and merchandise prices at least once a year. You should be able to put them up by as much as 10 per cent.

Managing to get the most from your team

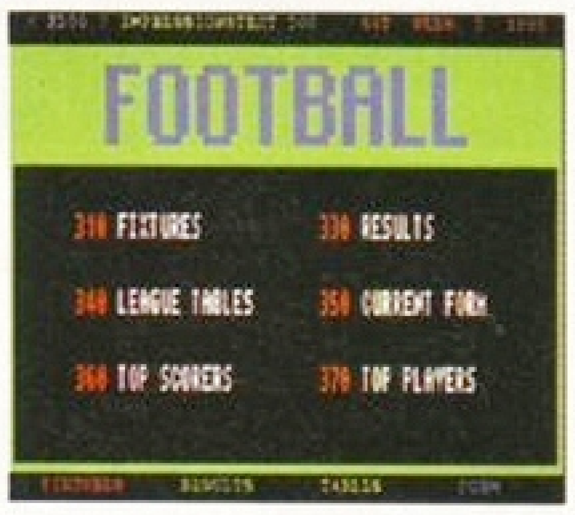
The first tip is to make sure you keep your chairman happy. If his opinion of you falls below the 10 per cent rating you will be sacked on the spot. If your Job Security (an average of the chairman's, players', fans' and bank's ratings) falls below 20 per cent you will also be fired.

When selecting your team and formation, take the assistant manager's advice. It isn't always perfect, but it is generally pretty reliable.

Make sure you don't neglect training – it is vital for a successful team. Increase your current coaches' wages to keep them happy and effective, and to attract the highest-rated coaches to your club. A Superb-rated coach is three times more effective than an Average coach, so it's important to keep an eye out for the better coaches.

Try to buy youth players and train them up. Don't be put off by their low skill ratings. Younger players improve much quicker than older players, even without training.

Try to avoid the temptation to get instant results. You stand a much better chance of winning matches if you watch the action and respond to it by giving instructions to your players. If a player performs badly during a match, it may not be his fault. Be careful!





Keep the chairman, the bank manager, and the fans happy, or it's vote of confidence time.

Continued overleaf ➡

ON THE BALL

Reviewed ■ *AF65*, 79%
■ Daze 0171 372 7435,

Avoid training camps when your team is on a roll. Only normal training sessions have an effect for the next game (the form points remain). Only the off-side position training is long term.

It is a good idea to make sure you look after your pitch and keep it in good condition (perhaps every five playing days). This has a significant effect on preventing ligament injuries to players.

The Brutal playing method raises the performance ability of your team by 10 per cent. Playing Hard raises it by five per cent. However, a player who has already been given a yellow card will only be playing at 80 per cent of his performance, and playing Brutal or Hard football only leads to more cards and an eventual loss of team strength. If you set your team's play tactics to Fair their performance ability goes down by five per cent and by 10 per cent for Nice.

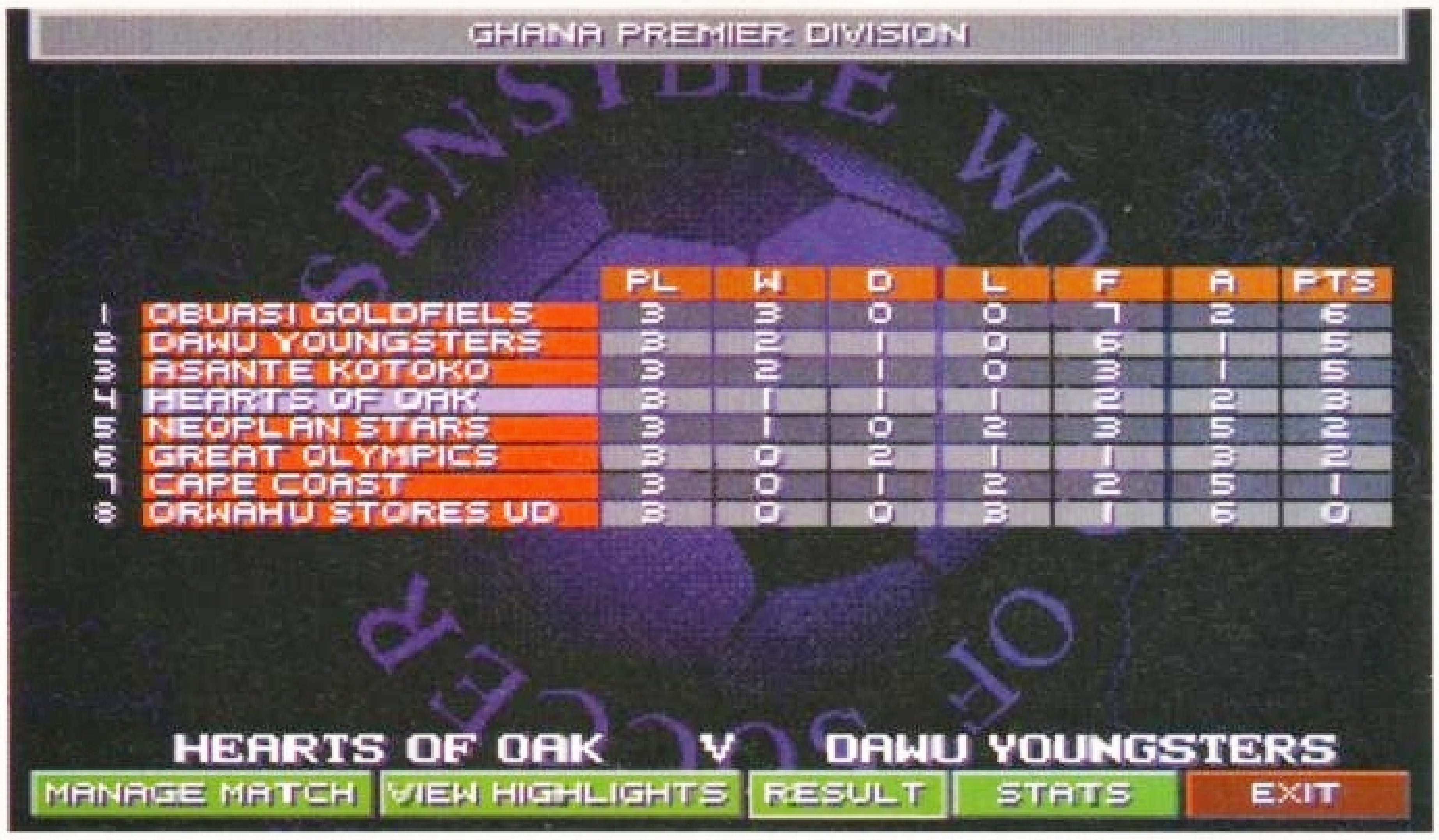


The centre forward strides into the area, rounds the keeper, and, and, and...

Avoid playing Hard or Brutal for extended periods of time, otherwise the eventual loss of strength quickly finishes off your team. You might want to make an exception to this rule for difficult European Cup battles.

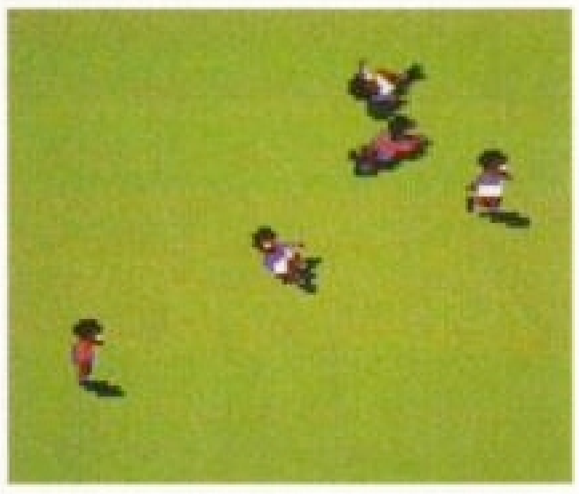
A good tip for an all-out attempt to beat an opposing team is to start with three strong midfield players and four defenders. Straight after the whistle goes, substitute one defender (this costs him one form point, so be careful which defender you use) and bring on an additional midfield man.

This produces a particularly offensive midfield team, and should generate a lot more chances, but be sure that you have a strong defence, just in case it all goes horribly wrong.





Start with a lower division team and once you've got to grips with the game, head for the bright lights and big names. Or Leeds.



Play a strong tackler on the halfway line to thwart attacks.

SENSIBLE WORLD OF SOCCER

Reviewed ■ ***AF67*****, 95%**
■ Renegade 0171 481 9214

After reading about the problems people were having playing *Sensible World Of Soccer* in *AF70* and then seeing the hints on how to score you provided in *AF71*, I thought you might be interested in some of my tips because I've played the game for several months.

1. Follow the hint given in the manual when playing a career – start in a team from the lower divisions because this gives you a chance of learning the game and working on your tactics without playing the more difficult sides.

2. As you move up the leagues, change teams to one which has more chance in the higher leagues. When you get to the top divisions stay with the same team and do not accept any job offers. If you win competitions then the team gains bonuses and you start with more money. It is possible to begin the season with over £10 million.

3. Don't worry about having an overdraft. Keep winning and keep the directors happy, you won't be sacked.

4. Tactics are very important. Start with the formation you like best and then change that formation so it plays the way you wish. I play the Sweeper set-up because this is good both in defence and attack. If you let in too many goals then use more defenders.

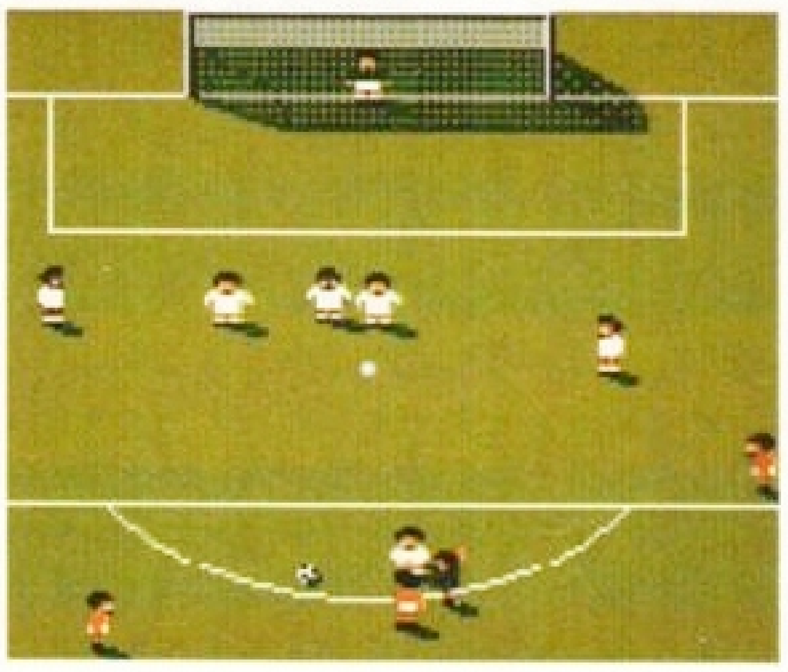
A good hint is to have a midfield player who is a good tackler and fast, who stays around the halfway line when you are attacking and then drops back when you have to defend. Having this midfielder means any long balls from the computer teams's defence can be picked up and sent back for a further attack. Also, placing a quick defender further forward helps pick up the long balls from the computer team's defence.

After setting the tactics, learn where players will be at all times and then get used to passing the ball along the ground to the players. Also, look for long balls curled for the forwards to run on to. The best way to break down a computer team defence is to pass the ball – they follow the ball and you can find space behind them for a shot.

5. In the transfer market you can swap players, this means you can buy new players without spending any money or, in some cases, only a little bit extra rather than the full cost. At the beginning of the season have a clear-out of the players you do not like and get some new ones. This means their



The first stop on your way to world domination could be the Ghana championship.



The best form of defence is attack. Keep the ball in the other team's half.

HELPING HAND

JUST FIZZY SUGAR WATER?

I'm stuck on the excellent *Daley Thompson's Olympic Challenge*. Have you got any cheats?

D Thompson, Chiswick, London

Type HINGSEN J on the title screen and then press DELETE. When the high score heading changes to DEMO, type J and press DELETE again – it now says MEGA-DEMO. Now you can press F1 to F10 and begin the events with barrel loads of Lucozade.

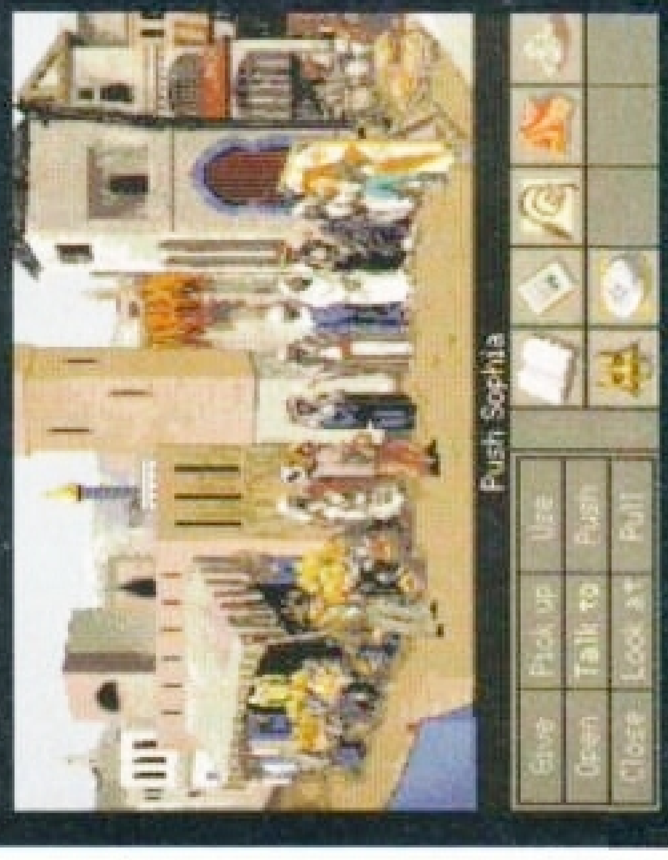
POLITE REQUEST, TOO

I am having serious problems with *Police Quest 2*. The captain advises me to warn the Steelton Police that Bains is on the loose. How can I do this if I don't know their telephone number?

J Philora, Northampton

Have you tried directory enquiries? Boom boom, to quite clearly steal the immortal words of Sir Basile Of The Brushe. Try calling (407) 555-2677.

BRONZE LINING



Please help me. In *Indiana Jones And The Fate Of Atlantis*, I am on the team path and have found Atlantis' secret air lock but got stuck. Sophia has been dragged away in the dark and I used the orichalcum with the metal rod and it has worked but I can't open the bronze door. I have put the stone disks on the spindle which is on a statue and moved them round properly but nothing has happened. Can you please tell me what I have to do?

Rebecca Payton, Sunbury-on-Thames

You've probably got the stones on right. Continue along the canal to the Sentry statue and use the ladder to examine his chest plate. You want the statue to move its left hand (to your right) to release the chain, so place the wheel, machine part and gears according to the inscription and pop an orichalcum bead in the hole. Use the left chain with the left bronze loop and activate the statue to move his right hand (to your left) to open the door. Erm, that might be right, though maybe...

values do not drop so much. Only one player in my team has ever increased in value and this is Peter Schmeichel. The others, if they play well, drop slightly and then level out at a certain value. If you put a player on the transfer list try to take the first offer. This is usually the best and also means you do not hold on to a player who you are not playing.

Do not worry about having too few players to make up the whole team – loan players are available when you have too many injuries and some of these players can be pretty good.

6. When playing, keep an eye out for players getting injured – if they get hurt substitute them immediately because this seems to help them get fit quicker.

The best two substitutes to have on the bench are a midfielder and a defender. If an attacker gets injured you can easily bring on the midfielder for the attacker and then swap him with a winger, because wingers are usually quick and have a good shot. Players who are out for the season can be swapped for a fit player.

7. Finally, the best way to succeed at *Sensible World Of Soccer* is to practise and not to get discouraged if everything doesn't go your way at first. In the beginning it is easy to become frustrated with the brilliance of the opposition goalkeepers but just keep placing the shots into the box and the goals will come.

And remember, the best form of defence is attack – if the ball is in the opposing team's half there is no way they will be able to score.

I hope these hints will help people win at *SWOS* and discover just how great the game is and why it gained 95 per cent.

Matthew Finney, Newmarket, Suffolk

● Thanks for that Matthew. A splendid *AF* sweatshirt is on its way to you.

THE SENSIBLE WORLD OF SOCCER DREAM TEAM

This is a list of the best players to buy. I started with Man United in the Premier League and bought most of these players. Some are expensive, but they are worth it in the long run.



Peter Schmeichel (Man Utd)
Sometimes let down on the easiest of saves but still the best keeper.

Leonardo (Sau Paulo)
Expensive, but quick and has great control. Pass the ball across to him then hit long up the line.

Gary Pallister (Man Utd)
Very quick, good in the tackle. In the sweeper system play as the forward defender to cut out long balls.

Des Walker (Sheffield Wed)
Not quite as quick as Pallister but makes a good replacement or a cheaper alternative.

Luigi Appolloni (Parma)
Also slower than Pallister but still one of the better defenders. Played further back can pick up loose balls.

Graham Le Saux (Blackburn)
Quick, good control and can play in midfield – a fine utility player.

Jorginho (Bayern Munich)
Quick, good control and shot. Play wide for shots and crosses.

Marcel Desailly (AC Milan)
Great in the tackle. Play on the halfway line to put the ball back in. Also a good defender.

Dinho (Sau Paulo)
Left winger/defender just the same as Jorginho, good control and shot.

Michael Laudrup (R Madrid)
Not as good as Scifo, but a worthy replacement. A good substitute.

Robert Lee (Newcastle Utd)
The English version of Scifo and Laudrup. Plays in the same way.

Enzo Scifo (Monaco)
Forward midfielder. Has speed and control. Lethal from edge of the box.

Les Ferdinand (QPR)
A fast forward who is better on the right. Unlikely to keep his value.

Andy Cole (Newcastle Utd)
Play on the left. Can (if played well) score over 100 goals in a season.

Jean Piere Papin (B Munich)
Play on the left or right, has a good shot and speed.

Bryan Roy (Nottm Forest)
Good control and speed, play on either side.

Jordy Cruyff (Barcelona)
Cheap, but still a very good player on either side. Can be used well as a replacement.

A Beguiristain (Barcelona)
The same as Cruyff at about the same price.

Jurgen Klinsman (Spurs)
Can play both sides as a replacement or first team choice – well worth the money.

● It takes time to get these players. Do not try to have them in your team all at one time – chop and change if a good offer comes in for a player.

There are some players who, even though they are well known, are not that good and are a waste of money. These include: David Platt; Gary Lineker; Gary Speed; Chris Armstrong and Andy Townsend.

G'DAY BRUCE

I'm totally stuck on the game *Hudson Hawk* and was wondering if there were any cheats.

Alan Price, Swindon

Type SCIENCEFICTION on the title screen to access the different levels.

HOOKED OFF



In *Hook*, I have got to the Lost Boys' hide-out but I'm stuck. Tinkerbell tells me to ask the Lost Boys if they have any old objects that belong to Pan, but when I ask them they don't answer.

A Taubert, Basildon, Essex

Head up the Little Bank to the Cliff Side and jump off the corner of the fence. Ask the boy what he thought, then repeat jumping until you are cued to use the slingshot. Ask the Fat Boy what his happy thoughts are (he'll give you Toodle's marbles) and swap the flower with Tink in the garden for a thimble. Finally, locate, insult and throw food at Rufio.

YOU'VE GOT TO ADMIRE THEIR...

Help. Me and my friend Jonathan can't get the beer barrel, horn or beer tokens in *Simon The Sorcerer*.

Matty Fry, Swansea

Did you manage to get the wax from the beehive? If you didn't, toddle off and get it. Rightyo. When you're in the bar, chat with the barman and ask him for a drink. While he's distracted getting your drink, use the wax on the beer barrel and half-inch it. Funnily enough, I don't know where to find the horn either.

LEND A HAND

If you're having trouble with a particular game or have a solution to a letter printed in the magazine, don't keep it to yourself, write it down or send it in on disk and we'll try our best to print it.

Send it to: HELPING HANDS, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA12 2BW.

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Key

[WB2+]	Workbench 2+ Only
[WB3+]	Workbench 3+ Only
[2D]	Number of Disks
[1MB]	Minimum Memory
[AGA]	For AGA Machines
[030]	Minimum Processor
[HD]	Hard Drive Needed

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U302 VIEWTEK v2.01 [WB2+]
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U317 ACTION REPLAY PRO [AGA]
Action Replay for the A1200/A4000.
U318 VIDEOTRACKER DATA [4 D]
Loads of data files for use within Videotracker.
U349 LIBRARIES + DATATYPES
Do you ever need a library? Here's a collection!
U352 MAGIC WB v1.2P [WB2+]
The lastest version of the 8-colour icon replacer. Use this with our Extras disks for superb results!
U359 TELETEXT v1.20 [WB2+]
Create a teletext receiver with your Amiga. You need some electronics experience for this.
U376 POWERCACHE v37.115 [WB2+]
Speed up your Hard Drive access with this cache program. Versions for 00, 020, 030 and 040.
U379 DESKTOP MAGIC v2.0 [WB2+]
This program allows you to assign sounds to Workbench functions like mouse clicking etc.
U408 DISK SALV v2.31
This is the best disk/file repairer.
U414 DISK MANAGER v4 [WB2+]
Catalogue the contents of your disks. Thenyou are able to list them for your friends
U416 AMIGA DOS GUIDE v1
Learn Amiga DOS with this program.
U426 EPU STAKKER v1.70 [WB2+]
Can double your hard drive space!
U434 EDWORD PRO v5 [WB2+]
Edword Pro is the most comprehensive and easy to use word processor on the PD market.
U440 SNOOPDOS v3 [WB2+]
Use Snoopdos to monitor program activity. An ideal tool to find out what libraries are needed.
U448 DMS PRO v2.04 [WB2+]
Latest version of the disk cruncher.
U453 MAIN ACTOR v1.55 [WB2+]
An excellent module animation player. Buy it.
U454 VIDEOTRACKER 2 AGA
The AGA un-registered demomaker.
U455 VIDEOTRACKER 2 OS VERSION
For non-AGA Amigas
U467 T. U.D. E. v1.0D
The Ultimate Degrader and Enchancer cam be used to degrade A1200's and upgrade an A500.
U475 RELOKICK v1.4A FINAL
Relokick is the most popular degrader around. Forget the fake v1.41, this is the real thing.
U478 CHEATLISTER v3.06 [2 Disks]
Cheatlister is a two-disk extravaganza..
U479 MSDOS FOR AMIGADOS [WB2+]
Allows you to use the MS DOS commands on your Amiga. Also use the MSDOS star "."
U480 HD GAMES INSTALLER II
Install Jungle Strike, Aladdin, Mortal Kombat II, Ruff 'n Tumble and about 12 more!! Does not remove copy protection.
U487 BIRTHDATE HISTORY v2.21
Check events that happened on your birthday!
U499 M.U.I. V2.3 [WB2+]
Create GUInterfaces. and is used for a number of programs such as Mosaic and DFA.
U501 GBLANKER V3.6 [WB3+]
The very best screen blanker in PD.
U502 GBLANKER V3.6 020 [WB3+]
An optimised version for 020/30/40/60 CPU's.
U504 DISK MON TOOLS v3 [WB2+]
A collection of tools to fix floppy and hard disks.
U509 SYMPHONIE PRO v2.1 [AGA] [3 D]
Play 16Bit modules/samples on your Amiga.
U510 FINAL FAX/SUPER DUPER v3.13
Final Fax allows you to control GPFax from Final Writer, sending a fax from a normal document.
U512 ADDRESS PRINT v4
Store addresses and print them to labels.
U514 DISK STICK v1.1
A disk labelling program.
U516 TERMINUS v2.0E [WB2+]
Another decent modem communications package
U517 FINAL WRITER 030 PATCH
Excellent! A patch which turns the normal Final Writer into an optimised 030 version. Get this!!
U518 BUTTON MENU v1.23 [WB2+]
Create a menu system for your Amiga. Point, click and load your programs.
U519 SUPER VIEW v4.42 [WB2+]
Allows you to view a myriad of GFX formats.
U523 DOPUS COMPANION [WB2+]
WOW! Loads of useful bits and pieces for Dopus. Arexx files, utilities and even icons!
U524 PRO TITLER v2 [WB2+]
Latest version of the popular video titler.
U525 DIY REKO v 1.1 [IMAGE FX] [WB2+]
This utility is unique: It allows you to create cardsets for Klondike by using Image FX 1.5.
U530 SPECTRUM EMULATOR v1.6B
This is the fastest spectrum emulator on the market. Used to be only available for AGA machines.
U532 ALL NEW FINAL WRAPPER v3
Final Wrapper was the utility that hit Final Writer users last year. This is the very latest version.
U533 CAR DATA ANALYST
Monitor and test your car's performance.
U543 TOOLS MANAGER [2 Disks][WB2+]
Allows you to have a "dock" of icons on Wbench. A good complement for Magic Workbench.
U545 PRO GAMBLER v2.1
Ideal gambling/predictor tool.
U546 COP THE LOT PRO v1
A reasonable predictor for the National Lottery.
U547 TURBO CAT 2 [WB2+]
Latest version of the cataloging system. Allows you to choose a device (like a disk), catalogue it then print or store the files for future use.
U548 IMAGE DESK v1.40 [WB2+]
Allows you to thumbnail your pictures for easy viewing or to allow you to catalogue them.
U549 OCTAMED DEVELOP. KIT[WB2+]
Licenced developers kit for Octamed 4/5.
U550 VMM v3 [WB2+] [NEEDS MMU] [020+]
Virtual memory program.
U551 BUFF VIDEO TITLER [WB2+]
SUPERB 3D text video titler. Perform mini-animations with 3D text!
U552 ART PRO [WB2+]
A good image processor.
U553 GFX CONVERTOR v1.2 [WB2+]
Decent graphics convertor. Loads about 10 different file formats and saves GIF, ILBM, PCX, POSTSCRIPT, JPEG.
U554 SOUND BOX v1.97 [WB2+]
Coverts sound samples from IFF, RAW, WAV, MAESTRO, VOC, AIFF and MAUD to anyof the supported formats. ie. load in as IFF save as WAV or load as WAV andsave as IFF. Easy!!
U555 SMART FRACTAL
Fractal program for the Amiga.
U559 AMIGA ELM v5 [WB2+]
Amiga Electronic Mail readers/senders.
U560 DELITRACKER II v2.1 [WB2+] [2 D]
A great module player.
U564 EXOTIC RIPPER v3.1 [WB2+]
Superb module and sample sample ripper.
U565 IMAGE STUDIO v2 [WB2+] [2 Disks]
All new version 2. Loads of new features present in this: Arexx capabilities, speed increase etc.
U566 TERM v4.3 [WB2+] [3 Disks]
The best modem communications package.
U567 TERM v4.3 030 [WB2+] [3 D]
030 version of the modem package.
U568 LOTTERY WINNER V2.0 [WB2+]
Version 2 of the lottery predictor.
U576 BLITZ BLANKER V2.5 [WB2+]
Blitz Blanker is another tool that requires the services of MUI (U499). This is an excellent modulerised screen blanker similar to GBlanker.
U581 PAGESTREAM 3F>G PTCH [2 D]
This patch vastly improves Pagestream 3F. If gives you landscape non-postscript printing!
U586 MAGIC WB 1.3
Wow! The ability to use Magic WB ona WB1.3 machine - you need U352 also.
U588 PC-TASK V3.10
All new PC Task v3. Demo version. Also a patch to upgrade the full PC task v3 to 3.1.
U590 SPONDULIX MARK 5 [WB2+]
An excellent finance program.
U591 ACCOUNTABILITY V2.2 [WB2+]
U592 VARK CLI UTILS 7
All the latest CLI utilities here!
U593 PARNET HD
Latest version of the Parnet connector.
U594 AMIGA FAX V1.42 [WB2+]
Amiga Fax allows you to send and receive faxes from your Amiga. Latest version.
U595 EASY LIFE V1.10 [3 DISKS]
A set of AMOS extensions
U599 OCTAMED PRO v6 [WB2+]
A superb demo of the newest version of the popular music sequencer/editor.
U602 MAGIC EYE KIT [3 DISKS]
This kit allows you to produce your own Magic Eye streograms. All you need here!
U606 ESSENTIAL AMINET 5 [WB2+]
Jack the Ripper, GUI FTP, Tank, AD and more
U607 ESSENTIAL AMINET 4 [WB2+]
Assign Engine, LZX, Repack, The Player etc
U617 HD GAMES INSTALLER III [WB2+]
Wow! The third release contains over 20 games installers including: Beneath Steel Sky, Bump 'n Burn, Lion King AGA, Naughty Ones ECS, Sensible World of Soccer, Shadow Fighters, Skidmarks 2, Super Stardust, Trolls and more!
U618 TEXTURE STUDIO v1.02 [WB2+]
This is a new release from the guys behind Image Studio - superb program for Imagine.
U619 BALLS! [WB2+]
NFA present a first class lottery program that is the best we have seen for ages! Get this!
U620 DYNAMICS AGA
Dynamics is a demo of a paint program.
U621 CHEATS v2 [WB2+]
Loads of cheats for recent games on here.
U623 VIRUS WORKSHOP v5.1 [WB2+]
A superb demo of the newest version of the popular music sequencer/editor.
U674 DIY REKO v2 [IMAGE FX 2] [WB2+]
This utility is unique: It allows you to create cardsets for Klondike by using Image FX 2.
U675 FRODO v1.4 [WB2.1+] [020+] [1MB+]
A new C64 emulator for WB2.1/WB3 users. Superb! Much better than the C64 Package v3!
U676 DOPUS UTILS 2 [WB2+]
Just in! More utilties, buttons for Directory Opus version 4 and the new version 5.

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DEMOS

D088 MADONNA "SEX" DIGIPICS [3 DISKS]
Madonna in all her black and white glory!
D112 AXIS "BIG TIME SENSUALITY" AGA [2D]
must be in the all time wanted list!
D122 COMPLEX "REAL" AGA
the best AGA demo from Complex
D130 FAILIGHT "LOVE" AGA [2 DISKS] [2MB]
another popular demo by Virtual Dreams
D135 POLKA BROS. "ARIEL ULTRA" AGA
D136 POLKA BROS. "GEVALIA" [1MB]
a superb non-AGA demo. Get this!
D142 RAGE "MAXIMUM OVERDRIVE II" AGA [3D]
wow! This is great and lasts for ages
D148 URBAN "SOME JUSTICE '94" AGA
this has a superb soundtrack. Must be heard!
D158 REBELS "SWITCHBACK" AGA [2 DISKS]
one of the best AGA demos this month
D168 DUPLO "MY MAMMA IS A VAMPIRE" [2D] AGA
an excellent, very long demo from Duplo
D169 FREEZERS "WIT PREMIUM" AGA
The best AGA demo from November - get this!
D178 VIRTUAL DREAMS "PSYCHEDELIC" [AGA] [3 D]
voted 2nd at the party. Outstanding routines! **[HD only]**
D179 POLKA BROS. "THE PREY" [2 DISKS]
wow! The very best tunnel-sequence ever! Amazing.
D180 OXYRON "KILLING TIME" [AGA] [4 DISKS]
get this to see the 4096 colour "Rot-Zoomer"!
D183 IMPACT "IN A WORLD OF ASCII"
very, very original! Buy it and be impressed!
D185 POLKA BROS. "TWISTED" [4 DISKS]
loads of spot-on, great effects in this new demo!
D186 OXYGENE "INDIGO" [2 DISKS]
reasonable demo with a great tunnel sequence
D189 ANDROMEDA "NEXUS 7"
voted 1st at the Party 94! Absolute must!
D190 REBELS "WHAMMER SLAMMER" [AGA] [3 D]
Rebels produce superb demos! This is no exception!
D191 BOMB "MOTION ORIGIN 2" [AGA] [2 DISKS]
has the best Doom part ever! Irrisistable demo!
D196 TRSI "THE CUBIC DREAM" AGA [2 DISKS]
Best demo this month. A definite must have!
D203 MYSTIC "IMPOSSIBLE IMPOSSIBILITY" [2 D]
Winner of the Primavera party 95. Get this!
D204 TRSI "ANHALONIUM LENINI [AGA]
Quite a decent demo from TRSI, this time!
D207 FACULTY "MAN ON MOON" [4D] [HD] [6MB+]
Very good demo. It needs a lot of memory though!
D213 PARALLEX "DEEP" [2 DISKS]
won the Gathering '95 demo party in April
D217 ABYSS "DRUGSTORE" [2 DISKS]
not bad. Bit better than their previous attempt
D218 OXYRON "TEMPLE OF DECEASE" [2 DISKS]
quite a good demo all roound
D219 SANITY "ROOTS II" [020+]
superb! A complete version of "Roots" - get this! More routines, pictures, better modules and much more!
D220 ARTWORKS "GREEN DAY" AGA [3 D] [HD]
one of the best demos from recent months
D221 FREEZERS "DREAMWALKER" [2 DISKS]
A very good music disk from Freezers

GAMES

GM11 MEGABALL AGA
a very good (probably the best) bat and ball game
GM41 TETRIS DUEL AGA
probably the best Tetris program there is
GM60 BAZZA AND RUNT AGA
wow! This platform game is a must!
GM67 BLACK DAWN II
GM76 SCRABBLE
GM78 STARWOIDS [1MB] [2 DISKS]
thrust and oids mixed - very addictive game
GM88 MONOPOLY v1
GM97 TOP HAT WILLY
an Amiga "Jet Set Willy" rip-off. Addictive!
GM105 DYNAMITE WARRIORS 2
GM118 CHANEQUES [2 Disks]
yes, two please!! A Lemmings type game. Direct your little men (with different skills) to the end.
GM123 MEGABLOCK V2
one of the best Tetris games on the Amiga.
GM125 KELLOGS LAND [AGA]
WOW! The very best PD platform game ever!
GM126 SUPER MEGA FRUITS
a good Fruit Machine game.
GM127 ZAXXON
superb! The C64 classic now comes to the Amiga!
GM132 SAMURAI SHOWDOWN [AGA]
this is an amusing Street Fighter clone. Good!
GM133 HYPER RACE [2 DISKS]
another super-sprint clone. Multi-player racing.
GM136 CYBERMAN
wow! A 3D pacman clone. Very decent indeed.
GM138 INTERNAL COMBUSTION
great skidmarks-esque multi-player racing game
GM141 MADHOUSE [2 DISKS]
a graphical adventure game
GM147 DELUXE GALAGA v2.51
must be the best PD shoot-em-up ever made!
GM148 CLASSIC PUCMAN
classic Pacman as it was originally designed
GM150 ROCKETZ V2.25 [AGA]
superb AGA only 2-player thrust/shoot-em-up game
GM151 INFECTION
very hard to explain. 4-player game with playability
GM152 JUMP 'UM
guide Spud through the levels to reach his cheque
GM153 BOING V3
decent thing-on-a-spring type platform game
GM157 MASTER BLASTER
similar to Dyna-warriors - 2 player bomb game
GM158 THINK A MANIA [WB2+]
superb snap game with excellent graphics
GM159 SIMPLE SIMON
GM161 OOZE AGA [2 DISKS]
ooze is sooo addictive. 2 player infection game!
GM162 OOZE ECS
GM164 CYBERGAMES [2 DISKS]
excellent! A street-fighter clone with gore! This is probably the best beat-em-up games in the Public Domain.
GM165 PUNTER v1.0
Animated horse racing betting game.
GM166 GRAVITY FORCE 2
GM167 ACE THE SPACE CASE
Top notch platform romp, commercial standard.
GM168 SCAVENGE [WB3+]
2 player split screen blaster set within a maze. Good graphics and extra weapons pick ups.
GM169 MASH
Similar to Team 17s new Wormz game. A subtle cross between Lemmings and Cannon Fodder.
GM173 POWER WALLS
a decent bat 'n ball game
GM174 TANKS!
excellent tank-war sim
GM175 NICKY 2
is a colourful platform game
GM176 ALIEN GENOCIDE [2 DISKS]
err. A Operation Wolf clone?
GM177 ISLAND
a little like populas - hotel type game
GM178 DOOMER (AGA) (HD ONLY)
a good Doom clone for the Amiga
GM179 SLIDER AGA
little puzzle game for AGA only
GM180 CARNAGE
blood, guts and gore and more!
GM181 MASTERMIND
GM183 PSSST AGA
remember Psst on the Speccy? Well this is the Amiga version!
GM186 GLASSBACK II
GM187 FEARS 2 AGA
wow! Much better. This is a demo of the finished commercial version! More aliens.
GM188 CARD GAMES DELUXE [3D] [2MB]
at last! A program that allows you load and use your Klondike cards! Blackjack and another on here
GM190 BEETLE
GM191 CHILD MURDERER AGA [3D]
not as bad as it sounds! A graphical adventure to solve the mystery to clear your name
GM192 CHILD MURDERER ECS [2 D]
ECS version of the above
GM194 JET SET WILLY 3
wow! Jet Set Willy on the Amiga - good conversion!
GM195 BLOX [2 DISKS]
this is a puzzle/jigsaw type of game
GM197 SPRINGTIME
Springtime is a superb puzzle game with excellent GFX!
GM198 ALIEN BREED 3D DEMO
GM200 CATAPULTS
GM224 BATTLE DUEL AGA [AGA]
battle duel is a SUPERB multi-player artillery type game. Aim your turret, choose a weapon and shoot a tank..
GM225 BATTLE DUEL ECS [WB2+]
ECS version of the above
GM226 GLOOM AGA
a demo of the decent Doom clone
GM227 WAR OF THE WORLDS 4 AGA
a virtual reality game on the Amiga?!
GM228 KING HIGH
GM238 LAST LAP
very good "overhead" racing game
GM239 BOMB.

KLONDIKE III

These cardsets can be used within Klonidike II or III, and also loaded into the games on "Card Games Deluxe".

ART CARDS
ANIME CARDS
CINDY CRAWFORD CARDS
BORIS HAJIME CARDS
FACES CARDS
SANDMAN CARDS
STARTREK "ORG" CARDS
X-MENFAST CARS
EMPIRE STRIKES BACK
RETURN OF THE JEDI CARDS
DR. WHO CARDS
MARILYN MONROE
BETTY PAGE CARDS
ELLE MCPHERSON CARDS
IRON MAIDEN CARDS
PERIHELION GAME CARDS
STAR WARS CARDS
SWIMSUIT CARDS
RANMA CARDS
SAILOR MOON CARDS
DUNGEONS AND D'S CARDS
FACES 2 CARDS
ORIENTAL GIRLS 18+
BORIS VELLEJO CARDS
BIKINI CARDS
FRACTAL CARDS
DRAGONLANCE CARDS
RIPPING YARNS CARDS
SHERILYN FENN CARDS
LION KING CARDS
BEAUTY CARDS
ARCHILLEOS CARDS
HEROINE CARDS
CINDY CRAWFORD 2 CARDS
PHOTOCD CARDS
ELLE MCPHERSON 2 CARDS
STAR TREK "TNG" CARDS
SPACE CARDS
PRETTY WOMEN CARDS
NORMAL CARDS
FLOWERS CARDS
AMIGA ART CARDS
MARILYN MONROE 2 CARDS
ROSES CARDS
HIRED CARDS
ELLE II CARDS
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Klondike III £3.96
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A superb 3D CD that recently received 94% from Amiga Format! Contains many objects for Imagine, Lightwave and Real 3D for the Amiga and PC computers. One exclusive aspect for this CD is the 24Bit Club's objects/images for Lightwave. You'll only find them on here! Along with the objects there are attribute files, tutorials, utilities and a demo version of Real 3D v2.35. Superb 3D CD for all Amiga/PC users!

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17BIT PHASE 4

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WS CLIPART

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LSD TOOLS COLLECTION

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LSD TOOLS 2
Contains some elusive software that never makes an appearance on other compact discs. There is a lot of "Aminet" material on here but if you need that elusive utility then this is the place to look.

LSD TOOLS 1 £15.99
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If you're getting fed up with listening to the merchants of *Doom,* then cruise the textual information super pages of PD Select with Steve McGill as your ever upbeat host.

PD Select





FEARS: Little pig, little pig let me come in. Or I'll huff and I'll puff and I'll blow your face in with a double-barrelled shotgun.

This month's PD Select has a games theme running throughout the full four pages. The reason for such a state of affairs is easy enough to explain but reasonably hard to fathom. Despite the Amiga being bought by Escom, hardly any developers are beginning new projects or even considering beginning new projects. Sad, sad, sad.

Their reasons vary, but too many appear to have their eyes set on developing for the PC or are looking towards the vastly over-hyped 'new generation' console market.

Either way, home grown talent isn't going to shine through on any of these platforms – a particularly short-sighted and dangerous example for the games industry to be setting.

But several developers have stated that they'll certainly consider publishing games that have already been written, as long as they play well and look good. There are a couple of games in these hallowed pages that deserve development and publishing, even if it's only on a budget label.

Remember, Escom now own the former Rumbelows chain of shops with more then 200 retail outlets nationwide. Considering that Silica own round about 20 stores and are phenomenally successful, Escom's position looks encouraging indeed for present and future Amiga owners.

It's obviously going to be in Escom's best interests if they can stock their shops with the type of innovative software that the Amiga is famous for. So if you're a coder, now is a good time to start looking into innovative game design. You might just make yourself rich and famous.

FEARS

GAME DEMO

By _______________ *Bomb Software*
PD library _______________ *Sadeness*
No of disks _______________ *One*
Price _______________ *£1 plus 50p p&p*

In *AF70*, I had the good fortune to give an extremely impressive demo called *Motion* the once over. I wrote that: 'these guys should be working on a *Doom*-style application.'

Motion went on to win third place at *The Party 4* coders get-together. What's more, it turned out that their texture-mapped dungeon walk-through was indeed the engine for the up and coming *Doom* clone, *Fears.*

Fears features a far larger view window than *Alien Breed 3D*, yet moves as smoothly as you could hope for with an 020 AGA machine. This demo introduces you to the concept of the game and lets you take a look at the creatures inhabiting the virtual world. Oh, and it also lets you kill them. We were considering putting this game on one of our Coverdisks, but, sadly, it's A1200 and A4000 only. We have to be fair to A500 and A600 owners, so you'll have to grab a hold of this demo yourself as soon as you can. You won't be disappointed.

SOUL KITCHEN

DEMO

By _______________ *The Silents*
PD library _______________ *Mon PD*
No of disks _______________ *Two*
Price _______________ *£1 plus 50p p&p*

One of the offshoots of reading Public Domain disk-based magazines like *DISC* and *Grapevine* is that you gain a great insight into the background, psychology and aspirations of the coders involved with the scene and its inevitably transient, ephemeral nature.

A couple of years back, the PD scene seemed to be dominated by spoiled brats, petty psychopaths, and software thieves.

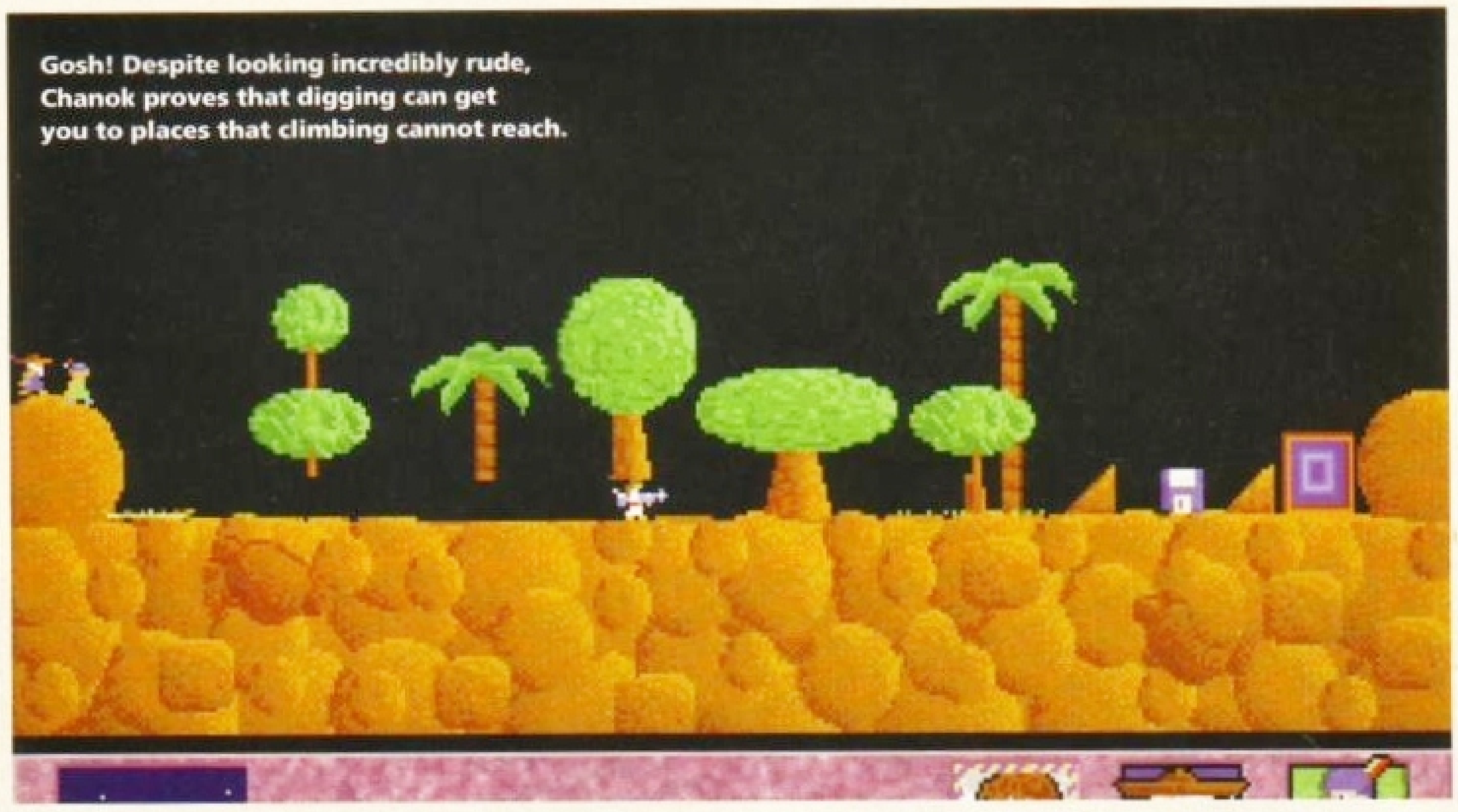
The maladjusts are still there of course, but the permeating mood, on the whole, seems more creative, more positive, and, although it sounds

Continued overleaf ➡



SOUL KITCHEN: Chocolate doughnuts could soon become a part of every soul kitchen.

PD Selection of the month



Gosh! Despite looking incredibly rude, Chanok proves that digging can get you to places that climbing cannot reach.



Chepo makes a bridge of himself so that Chanok can walk all over him to avoid the trap at the bottom.

CHANEQUES

GAME

By ______ *Amoeba Software*
PD library ______ *NBS*
No of disks ______ *Two*
Price ______ *99p per disk plus 50p p&p*

When a game like *Chaneques* comes along, completely unsung and unannounced, all the ploughing and dredging through innumerable PD disks every month suddenly feels worthwhile. For this game has Classic etched into its implementation and design.

Programmed in *AMOS* by a Mexican team called Amoeba Software, *Chaneques* is an unashamed *Lemmings* derivative, but with a difference – an evolution of the original *Lemmings* if you like.

You are faced with the task of stealing various things such as chocolates, disks and books and transporting them to a door. To achieve what, at first, seems a simple enough job, you are put in control of three little geezers – Chanok, Chencho, and Chepo.

Each of the little blokes has different abilities that have to be utilised in a logical, creative manner if you are to succeed. So, Chanok can walk, push things and dig, but he can't climb over obstacles. Chencho can walk, push objects and climb and Chepo can walk, climb, and make a bridge of himself, but he can't push things.

⬅ boring, more mature, realistic and visionary. Many hackers, coders and phreakers have realised that certain illicit activities are harmful to the Amiga's well being.

Of course, the only way of stopping, or at least reducing, this type of behaviour is for scene members to police themselves. Not by informing on crackers to the authorities or anything as heinous and barbaric as that, but by naming offenders through the disk mags and then ignoring them until they stop the systematic destruction of the hardware they love.

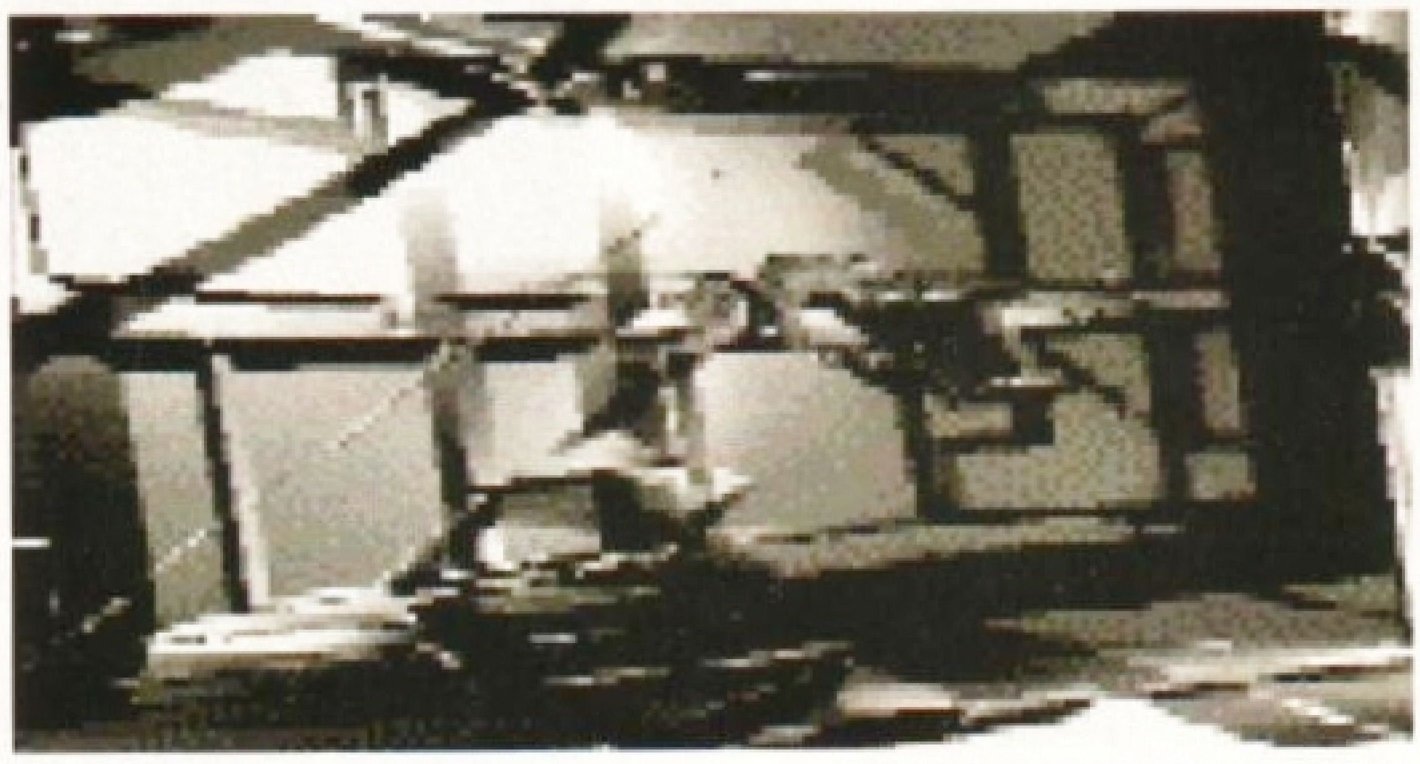
Anyway, that's enough of that. Back to *Soul Kitchen*. The Silents appear to be a dead group now, but their demo lives on in the form of *Soul Kitchen*. A hotchpotch of various routines stuck together with cheesy 1970s elevator music. The most impressive routine is the monochromatic spaceship flying through a tunnel sequence.

Soul Kitchen suffers from the familiar unchoreographed style of presentation that make demos seem dull to anyone who isn't a coder.

Considering that the active coders on the scene at the moment should be the guys (and girls) bringing us the next generation of Amiga games, it's a trifle disappointing that they don't pay more attention to design and entertainment value. Go on guys, technical prowess isn't everything.



PICK OF THE PARTY 4 INTROS: If you put on rose-tinted spectacles, squint your eyes a bit and use a smidgen of imagination, then you should be able to see a fluffy little kitten. Shucks.



SOUL KITCHEN: Despite the monochromatic graphics, this piece is good enough to grace the intro of any CD[32] game. How about CD[32] *Chaneques*?

PICK OF THE PARTY 4 INTROS

DEMO COMPILATION

By ______ *The Silents*
PD library ______ *Mon PD*
No of disks ______ *One*
Price ______ *£1 plus 50p p&p*

Avid collectors of demos and those interested in the scene either through observation, aspiration, or emulation, will be pleased to see this disk.

Rather than waste time and expense on a demo that may be a duffer, this disk offers 11 intros from demos which graced *The Party 4*. Titles are as diverse as *Yul Brynner Was A Skinhead* to *Steller Peverly Hills*.

The usual overworked routines are in here, everything from fractal landscape fly-throughs, to plasma routines, to animated image warps. There's certainly enough to keep you mildly interested and possibly even enough to inspire you.

Any demos which take your fancy are easy enough to find through any of the leading Public Domain houses. Placidly recommended.

LAST LAP

GAME

By ______ *Stephen Greener (Sublime Software)*
PD library ______ *NBS*
No of disks ______ *One*
Price ______ *99p per disk plus 50p p&p*

Top-down racing game, *Last Lap*, should be a testament to Sublime Software's many abilities. I say should be, because there are a couple of fundamental flaws in the control system



Chaneques is quite possibly one of the most addictive games reviewed in PD Select. Written in *AMOS*, it proves that design and original thought count for more than polygon shifting.

So, accomplishing the set task of completing the levels, and traversing the increasingly difficult terrain, requires varying degrees of co-operation between the three little chums. Oh, and of course, it requires a great deal of lateral and a fair amount of logical thinking on behalf of the player.

In all, *Chaneques* represents a triumph of character, game design and solid playability over some of the more cosmetic fripperies which seem so important to reviewers in magazines devoted to other systems.

There's plenty of room for improvement, both in terms of the puzzles and the control system, but the reaction of the lushest, bestest art editor ever seen on *Amiga Format* summed it all up: "Just one more go Steve, please, please just one more go, I promise I'll only take one more go..."



LAST LAP: Sometimes it pays to farm out games to people not particularly interested in them to see how they handle the controls.

which hinder its undoubted potential to be excellent fun to play.

The first of these is the speed it plays at on an A1200. *Last Lap* is far too fast. Minor mistakes are harshly punished with position-losing crashes into the side of the course. And when you try to compensate for this you tend to over-correct and end up just bouncing your way around the sides. Some speed options such as Slow, Medium, Fast, and Loony should be on the agenda to add to the game's longevity and to introduce a gradual learning curve to encourage rather than discourage potential players.

Which brings us to the actual control itself – joystick only. It should be made a crime punishable by ridicule not to include keyboard control with top-down racers. You get much more of a feel for the game – just look at *Supersprint* and *Super Skidmarks* if you want proof.

Despite this criticism, *Last Lap* still manages to cut the mustard, albeit in a 'jeesh if only this wasn't so fast' kind of a way. There are 10 courses, with the driver able to choose any number of laps from one to 99. The circuits are all street races which somehow adds a quaint and believable atmosphere to the whole spectacle.

There's also a two-player option which, conveniently, splits the screen. In two-player mode, the game slows down a bit, which actually makes it quite a bit more playable.

Finally, you can play any course or take part in a racing season. In all, this is top-ish fun, although most people I convinced to try their hand at a race threw down their joystick in disgust because the game was too fast for them. Which is a shame, there's plenty of scope here for some excellent fun.

Hopefully, Sublime will correct the control system, then the Shareware fee of £5 will be more than justified.

PSYCHEVAL

GAME

By ________ *Ben James*
PD library ________ *NBS*
No of disks ________ *One*
Price ________ *99p plus 50p p&p*

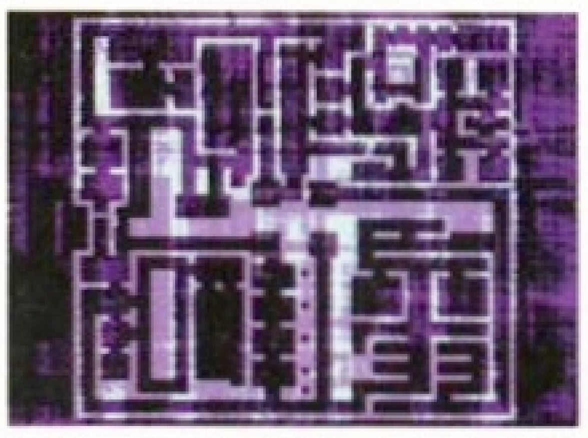
Fans of Team 17's *Alien Breed* series are going to cock their pistols and unclip their gun belts in glee at the appearance of this Shareware game. If the one-level demo accurately reflects the rest of the game, then the fiver registration fee will probably be one of the best investments you've ever made for your Amiga.

All the familiar *Breedy* elements are in here – sinister, man-type creatures patrolling the levels, spare ammo dotted around the place, medikits, consoles to log on to, and a particularly strange floor design which makes fetching a cup of tea a real bind for the inhabitants. The automatic machine pistol used in the demo level has a satisfying high velocity sample attached to it, and it makes a bloody mess of anything unfortunate enough to get in its way. What more could you want?



PSYCHEVAL: Alien scum should all be put down at birth, said our resident psychopath. We agreed and heartily set to the task with gay abandon.

Continued overleaf ➡

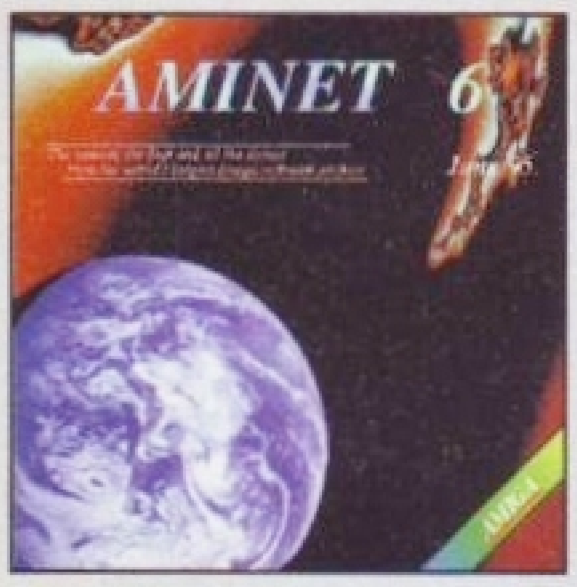


PSYCHEVAL: After logging on to a console, check the map.



PSYCHEVAL: The body count rises dramatically as you progress.

CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-RO



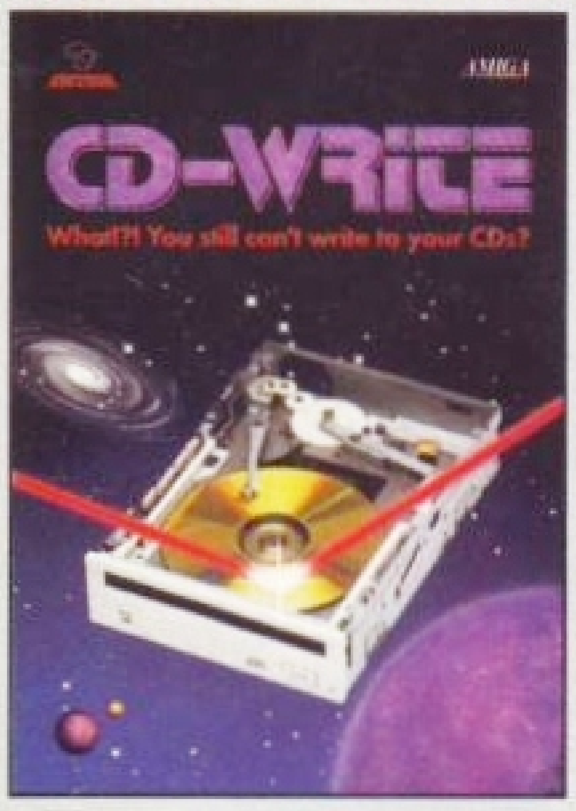
Aminet 6

Aminet CD 6, dated June 1995, consists of approximately 1,1 gigabytes of software in 3600 archives. Since the release of Aminet CD 5 more than 540 MB new software has appeared. The current edition has a special focus on demos, more than 1800 demos from Aminet were included. User friendly access software make the Aminet CD 6 a pleasure to use. £14.95



Aminet Set 1

Aminet is the world's largest collection of freely distributable Amiga software. Up to 10.000 users access the vast archives ervery day and countless programmers publish directly via Aminet. Until recently access to Aminet was restricted to international network users. With Aminet Set 1, consisting of 4 CDs, the complete archive is published the first time. This CD-ROM-collection, which is dated January 1995, offers an almost inexhaustible reservoir of top-value Shareware. A wide variety of programs is included: Applications, Games, Demos, Pictures, Mods, Animations, Developer-Material, ... It contains approximately 4 gigabytes of software in 12.500 archives and you will enjoy the comfortable user-interface. £29.95



CD-Write

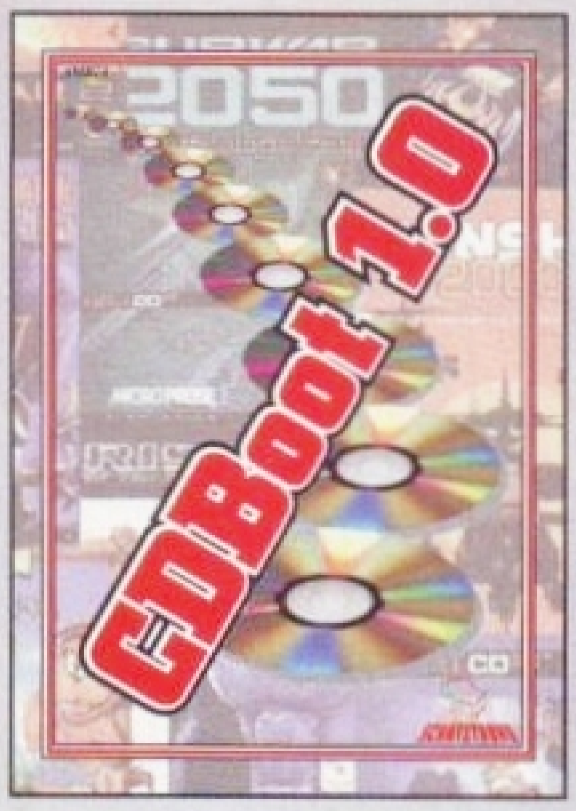
What!?! You still can't write to your CDs? CD-ROMs have long been an essential part of Amiga computing. Many users already own a CD-ROM drive, and the number of software packages available on CD is increasing steadily. Until now, though, it was not possible to write to CDs. We have solved this problem with our new revolutionary product: Ralph Babel and Stefan Ossowski's Schatztruhe are proud to present what can be considered a marvel of technology: CD-Write enables you to virtually write to CDs with an ordinary CD-ROM drive. From now on, you will be able to write, delete, and modify data on your CDs. This product will take you into a new era, and you will be able to utilize CD-ROM technology to its fullest. £44.95



FreshFish 8

The FreshFish CD-ROM-series, produced directly by Fred Fish, provides Amiga users with hundreds of megabytes of the latest freely redistributable software. Published approximately every two months, each volume is a two CD set containing new submissions since the latest volume, as well as an ever growing selection of tools, libraries, documentation and other useful material that is updated with every release. £29.95

CHIARI OFFICE · 1995



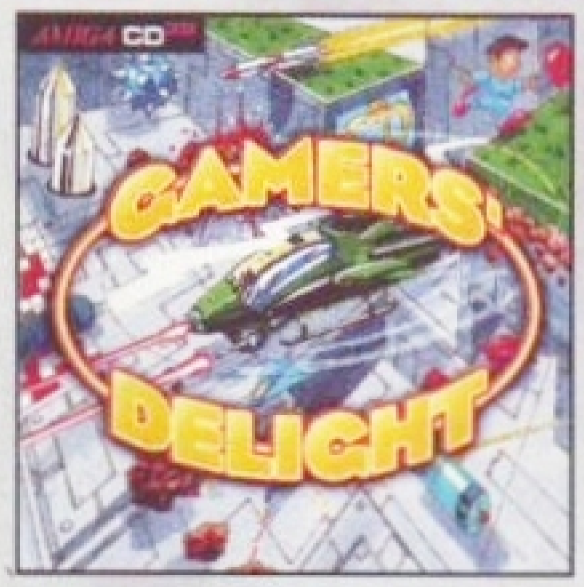
CDBoot 1.0

CDBoot is a fantastic new product that enables you to use almost any CD32 games on an A1200 or A4000 (with AT- or SCSI-CD-ROM drive and any filesystem). You can create a configuration file for each CD, containing information on the Joypad emulation. You can also save the highscore of each CD32 game. The usage and installation of CDBoot is very easy, also for beginners, due to the excellent English manual. Since the compatibility is very high, you can use 98% of CD32 games currently available. CDBoot is an excellent software solution for all Amiga-Freaks, who would like to enter the world of CD32 games! £34.95



FreshFonts II

The FreshFonts II CD-ROM contains 632 megabytes of fonts for almost any computer system. Most of the fonts are freely distributable, except for the Thienen fonts, which are exclusive on this CD. Each of these fonts is included in four different formats: DMF, Agfa IntelliFont, Adobe and TrueType. There are 231 font families on this CD (each containing of up to 8 different styles). They are classified in seven categories: Deco (63 families), Non-Latin (33 families), Pictures (16 families), Sans Serif (29 families), Script (36 families), Serif (36 families), Thienen (19 families). £19.95



Gamers' Delight

This CD contains 40 games for the Commodore Amiga from differing categories. Action, Jump & Run, Card Games, Puzzles, Strategy Games - a whole range of computer entertainment awaits! Gamers' Delight will hold you captivated for hours and guarantees long-lasting pleasure. All games are commercial versions - no public domain & no demos! This CD can be run on any Amiga with CD-ROM drive, CDTV or Amiga CD32 Console with 1 MB free memory and Joystick/Joypad. £29.95



GoldFish 2

Volume 2 of the GoldFish series contains a selection of software, animations, pictures and other material released on FreshFish CD-ROM's between October 1993 and November 1994, with most of the material updated to the latest available versions. All material is included in both archived (BBS-ready) and unarchived (ready-to-run) forms. £29.95



LIGHT ROM

The LIGHT ROM CD contains almost 650 megabytes of 3D objects, images, images equences, scene files, surface attributes, bump maps and textures in IFF and TARGA formats, DEMs, and Lightwave related text files. LIGHT ROM is an invaluable resource for Lightwave users, and as a bonus, includes material for Sculpt 3D and Imagine users. £44.95



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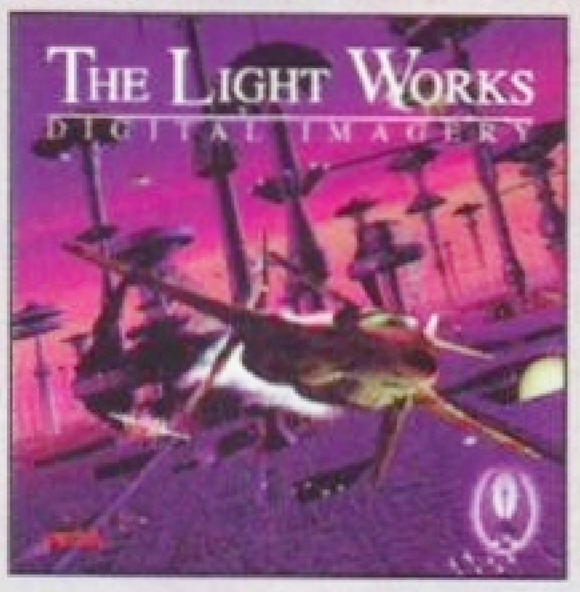
Gateway!

Gateway! offers NetBSD 1.0, a full featured UNIX-like operating system with both sources and binaries for the Amiga, i386, Sun 3, and other architectures. Go netsurfing with the large selection of supplied networking tools. Other supplied packages include a binary release of the X window system (X11R6) for the Amiga, with many additional clients, and packages such as perl, emacs, games, mail programs, and many megabytes of important text files such as RFCs and FAQs. A complete installation guide is available on the CD. There are also some AmigaDOS internet utilities, such as clients for AmiTCP and Envoy. £9.95



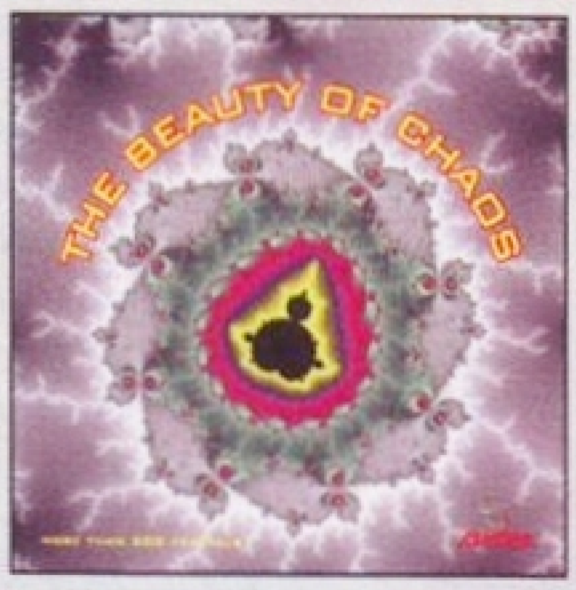
Meeting Pearls Vol. II

The Meeting Pearls Volume II contains 650 MB of the finest FD software via a special user interface, which has been created to allow you to find the program of your choice with ease. The contents: 35 MB of selected html-pages - 50 MB graphics programs and data -15 MB games - 10 MB from "The Party '94" - 13 MB disk, hard disk - CD-ROM and SCSI tools - 19 MB various other tools - 11 MB educational software - 25 MB terminal programs - 25 MB animations, mainly from Eric Schwarz - 40 MB developer tools (e.g. pre-installed compiler (DICE, Oberon, Modula), Commodore-Includes, GUI-Tools) - 9 MB music programs - 10 MB midi programs - 27 MB pictures - 60 MB texts, FAQs, CD contents files, etc. - 40 MB linux for Amiga - 100 MB TeX installation (PasTeX incl. 600 dpi and fax fonts) - 38 MB movie data base - 50 MB archives for Psion - 18 MB modules - 50 MB NetBSD for Amiga, ... £9.95



The Light Works

Raytracing - A fascinating area of the computer graphics. Pictures from the computer, perfectly rendered, fascinate people all over the world. The Amiga was the first computer to be used for raytracing, and today it is still a leader, with many high quality programs. A real artist of raytracing is Tobias J. Richter from Cologne/Germany, whose detailed objects stun the people. Especially his space ships of famous science fiction films are used to demonstrate the capabilities of a raytracing program. The objects are highly detailed and extremly realistic due to the application of complex surface textures of the models. Until now it was difficult to acquire these objects in order to create ones own scenes or animations. £39.95



The Beauty Of Chaos

Dive into the fantastic world of the fractal geometry and make a safe journey through the depths of the mandelbrot set. This CD includes: 507 mandelbrot pictures in GIF format (256 colors) in the resolutions 1140x890,1024x768, 640x480 pixel, 20 selected true color pictures in TIF-format, Graphic viewers for PC, Amiga and Macintosh (packed). £14.95

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T-RACER: Ooh look, isn't it lovely, it really is lovely. Isn't it lovely. Yes Sue, we said.

MORTAL KUMQUAT 3

GAME DEMO/JOKE

By ____ *Simon Hitchin*
PD library ____ *N/A*
No of disks ____ *One*
Price ____ *N/A*

All considered, *Mortal Kumquat 3* is an elaborate, over-played joke. But it's a funny, elaborate, over-played joke.

From the pastiche of the *Mortal Kombat* and *Street Fighter* logos, to the ridiculous menu selection, to the fighters themselves, the complete production reeks of a wicked sense of humour and a talent for mockery.

In the options screen, for example, you can choose between having the gore On or Not Off, the time as Infinite or Forever, or have the cheat option Off or Not On.

You can only choose one type of fighter and they can only use two fighting moves, a punch or a kick, but actually treating this as an out and out game rather misses the point.

Hopefully Simon can find an outlet for *Mortal Kumquat 3* through a PD library and share his excellent joke with other Amiga owners.

T-RACER

GAME

By ____ *Virtual Dreams*
No of disks ____ *One*
PD library ____ *Classic Amiga Software*
Price ____ *£1 plus 50p p&p*

The first thing that strikes you about *T-Racer* is its similarity to *Project-X*, Team 17's highly successful, but hugely difficult, *R-Type* clone.

Without exception, every person who wandered over to take a look at the reason for all of my foul cursing, commented on the beauty of the scrolling parallax backdrop and then asked if it was *Project-X*. Such is *T-Racer*'s polish and pizazz.

Not only does it look good, but it plays well too. The opposition come at you in traditional shoot-em-up style attack patterns. They fire generic bullets that home in on your craft's last position, forcing continuous correction and update of the ship.

If you manage to shoot a set amount of aliens, power-ups are released which recharge the ship's energy and increase its firepower. In all, a traditional shoot-em-up with the limited appeal that shoot-em-ups invariably have. This version is only a demo, the complete game can be bought direct from Virtual Dreams in Italy (address on disk). The fee is 30,000 Lire (about £12). If you're into shoot-em-ups, this is a must buy.



MORTAL KUMQUAT 3: In this bout, we decided to keep the gore switched On, but then we changed our minds and decided to have it Not Off instead.

TOP 10 PUBLIC DOMAIN TITLES

TOP 10 courtesy of:
KT'S PD
75 The Drive, Rochford, Essex
SS4 1QQ. Tel: (01702) 542536

1) In A World Of ASCII
2) Charr
3) Donkey Kong A1200
4) Klondike v3 HD
5) Star Trek
6) Fruitmania
7) F1GP Editor v2
8) Pro Lottery
9) Cindy Crawford AGA Slides
10) Jap Deserts AGA Slides

WHERE TO GET THE DISKS IN PD SELECT THIS MONTH

Mon PD
9 Lon-y-Wylan
Llanfair PG
Ynys-Mon
Gwynedd LL61 5JU
Tel: 01248 714591

Classic Amiga
11 Deansgate
Radcliffe
Manchester
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NBS
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Newport
Isle Of Wight
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Sadeness PD
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The way we all communicate today has gradually evolved from early cave paintings by Prehistoric man, through Egyptian Hieroglyphics and eventually on to a method of symbols representing both letters and numbers. Early inscriptions in stone gave way to clay tablets, papyrus, parchment and ultimately paper, and the Greek alphabet became the basis of most of today's languages.

Books were created by hand until the mid 15th century when crude printing processes were first introduced. Albeit with continual refinements, printing methods have, until very recently, remained the only way to distribute the written word and hence a host of information throughout the world.

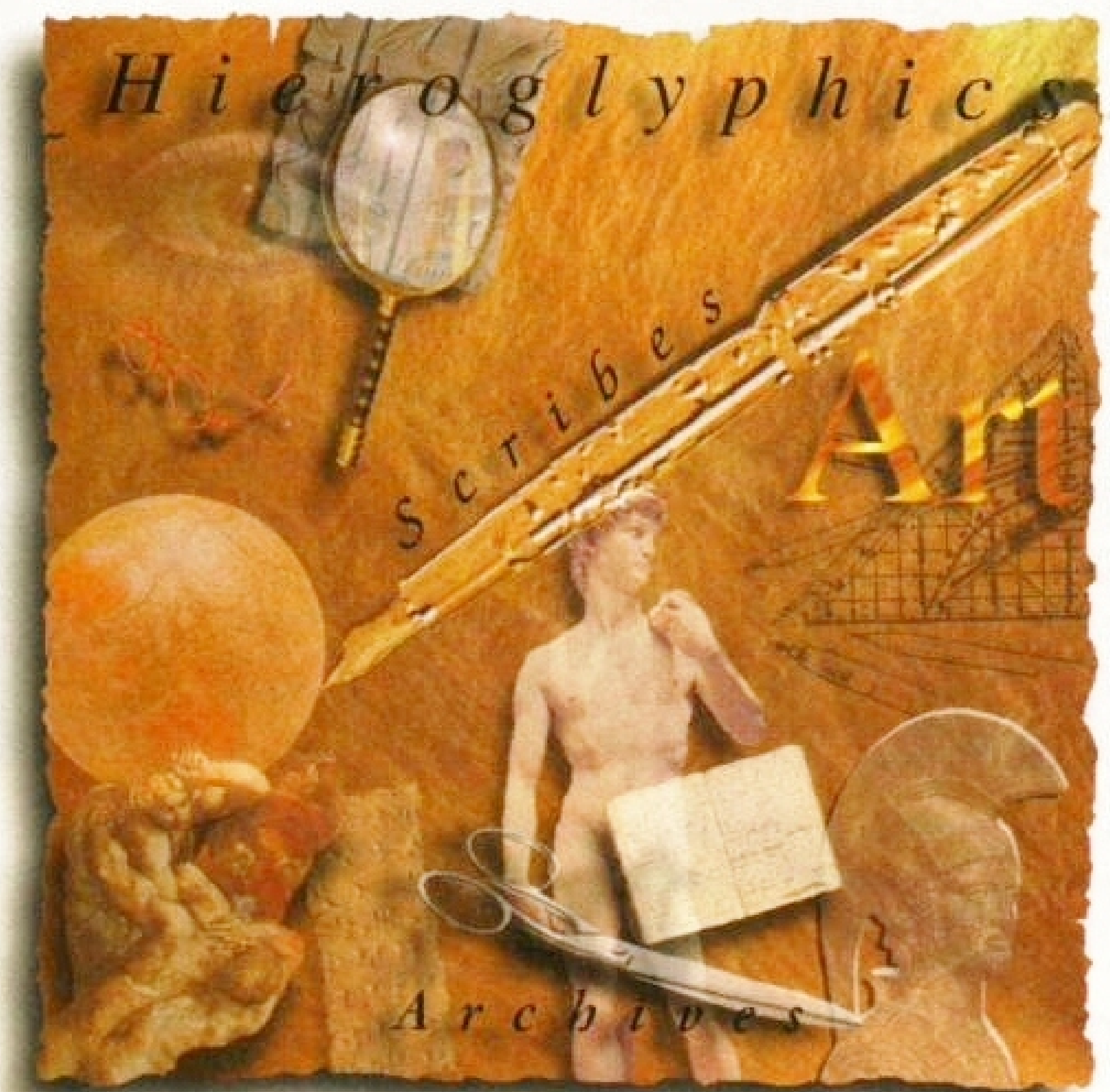
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*At SoftWood, our constant aim is to bring **you** these powerful, up to date technologies with the best possible software for your specification of Amiga.*

Our word processing packages have repeatedly won the favours of magazine reviewers, who have awarded SoftWood products their highest accolades, all over the world. We are continually updating and improving those products and adding new ones, such as Final Data™, and soon, Final Calc™ to our range. Our efforts are bringing the revolution into your home or office... and onto your Amiga.





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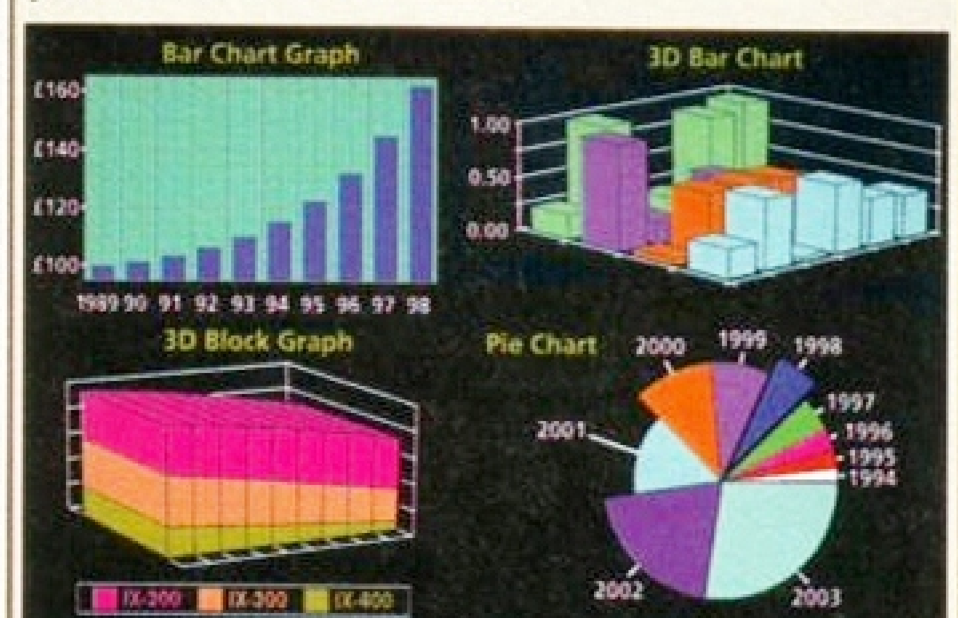
Our new Database...

Final Data™, is designed in the true SoftWood tradition and brings you a program that is not only extremely powerful, but also very easy to use. Indeed, you can learn to set up your ***Final Data™*** database, enter your information and print the results in a matter of minutes... not hours. You'll soon be generating all kinds of reports and label print runs to suit your kind of work.

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Final Calc™ is due for release in Spring 1995, so look out for the magazine reviews. If you want to know more **now**, simply cut the coupon (on the right) for your free advance information.



A small selection of Graphs created on Final Calc™

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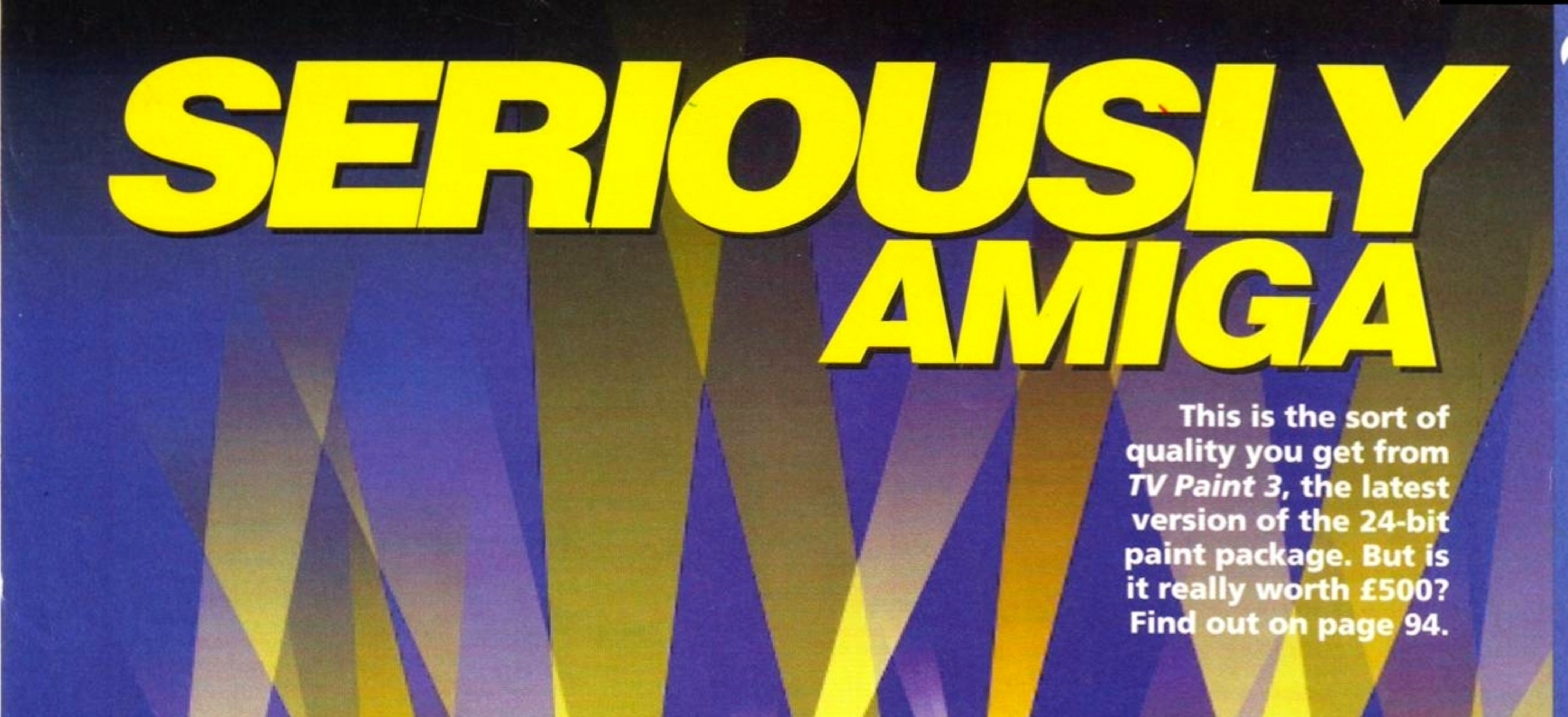
Not all SoftWood programs are available in each language - please check with your distributor.)

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bringing the revolution into your home or office... and onto your Amiga.

SERIOUSLY AMIGA



This is the sort of quality you get from *TV Paint 3*, the latest version of the 24-bit paint package. But is it really worth £500? Find out on page 94.

AMIGA FORMAT

CHANGE YOUR IMAGE



Creating and manipulating stunning images is still one of the most exciting areas of computing and the Amiga is beating most other computing platforms to a pulp in this category. To further emphasise the Amiga's amazing all-around image creation skills we've got two new graphics programs on test this month.

First, we've put *ImageFX v2.0*, arguably the best Amiga image processor, through its paces, and we've also taken a look at TecSoft's incredibly powerful and flexible painting program *TV Paint 3*. There's also the latest incarnation of Power Computing's PowerScan Professional hand scanner, which can now scan with 24-bit quality. Plus, a brand new programming language called *Helios* is put to the test. Not to mention the *Discology* disk duplicator, a selection of CD-ROMs and a new CD-ROM tool.

REVIEWS



ImageFX 2.0

***Photogenics* set new standards for image processing on the Amiga, but now *ImageFX* has moved back into contention for the top spot with a new version. Graeme Sandiford puts it through its paces.**

Image processing is one of the most exciting areas of creative Amiga use. You can build images that are impossible to create using conventional artistic methods and you can turn normal pictures into surreal visions.

Although the Amiga has enjoyed more than its fair share of image processing programs over the years, the battle for supremacy has traditionally been between *ImageFX* and *ADPro*. At the last count (*AF65*) *ImageFX* was just ahead, but since then a new contender has appeared in the ground-breaking form of *Photogenics*.

To meet this new challenge and to further beat *ADPro* into submission Nova Design, the creators of *ImageFX*, have now unleashed *ImageFX 2.0*. The new version has not undergone any major changes in the interface department, in fact it took me a while to notice any differences from *ImageFX 1.5*. It retains a paint package-like layout with a control panel that can be toggled on and off by pressing the right mouse button. The control panel has a row of tools that includes the usual Flood, Box, Freehand Draw, Circle, and Filled Polygon icons you'll find in most paint packages.

Below this bar is a bank of buttons that perform a variety of functions depending on which control panel is currently activated. Clicking on one of these buttons brings up either a requester or a list of options. To the right of these are the selector buttons which are used to determine which of several control panels are displayed.

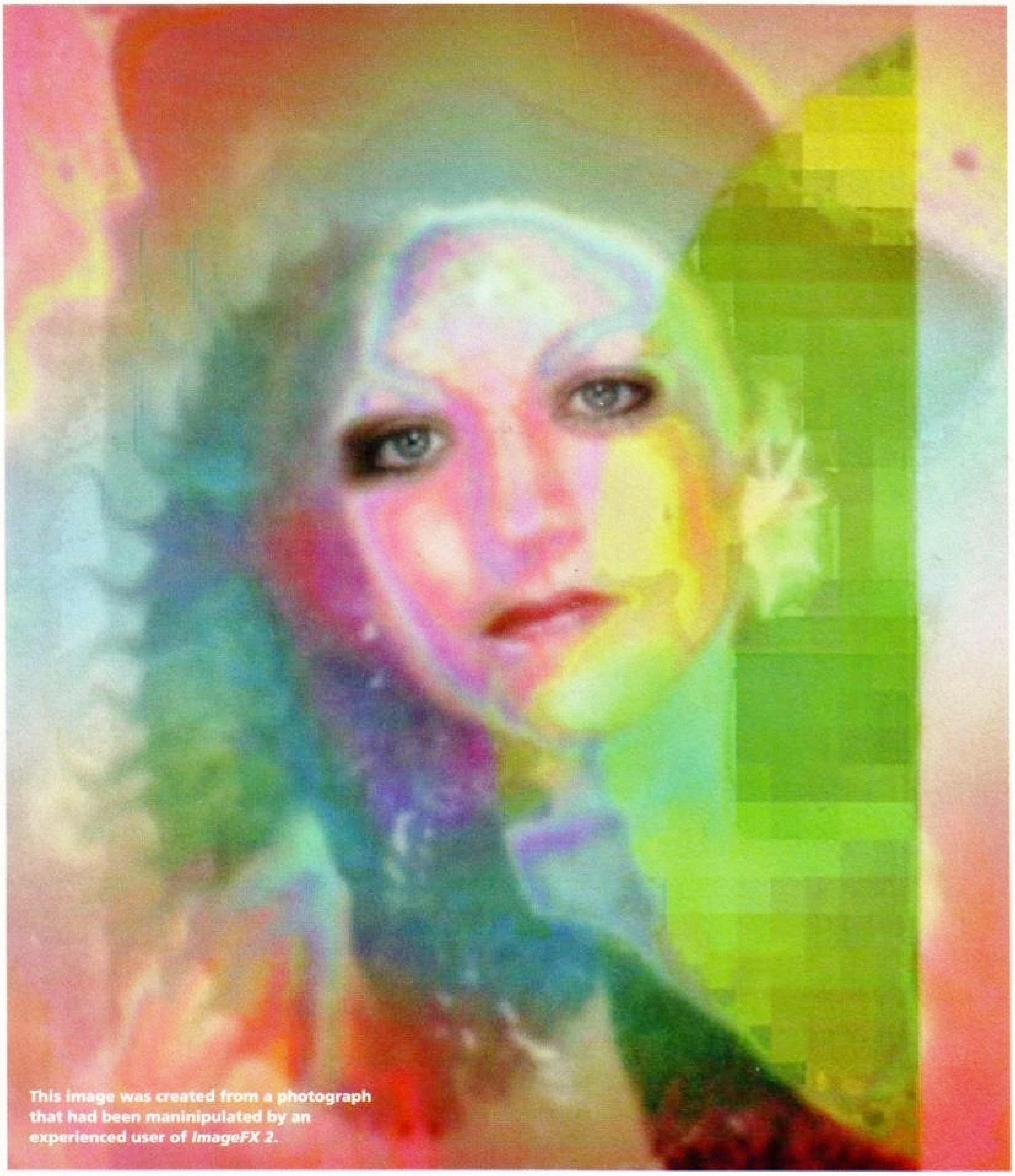
Continued overleaf ➡



I don't really have three, honest! The extra eye was added with the Pantograph mode.



Nick Veitch, a man with a brain the size of a small planetoid – thanks to Cinemorph.



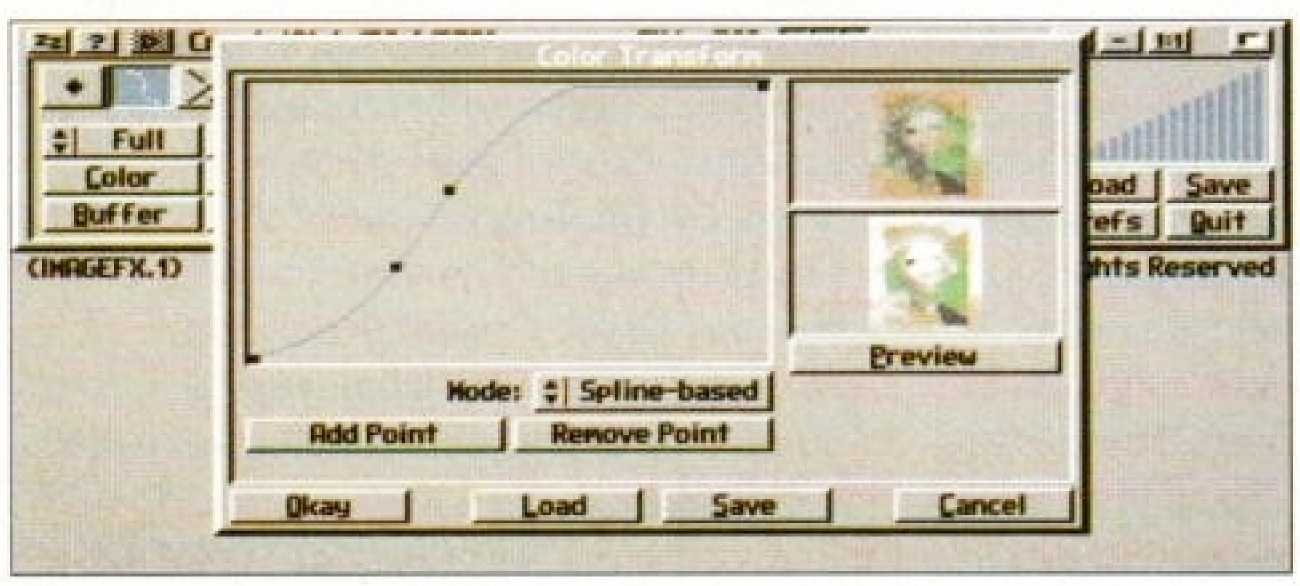
This image was created from a photograph that had been maninipulated by an experienced user of *ImageFX 2*.

⬅ There are five different *ImageFX* control panels in all:

● One for using scanners and digitisers.
● A Palette Panel for editing up to 256 colours at once and for creating ranges.
● The Toolbox Panel is the default panel and can be used for performing the majority of tasks in the program.
● The Render Panel renders the image currently in the buffer rather than the preview image that is normally displayed.
● The final panel is for printing images.

One of the most useful differences between this and older versions of the program is the addition of preview images, which, I suspect, was inspired by *Photoshop*'s introduction of the feature. It enables you to have an idea of how your image or brush will appear by creating a small preview image of the changes. While we're on the subject of small pictures, *ImageFX 2* now supports thumbnail images – a feature used by the File Requester to display a small image of the picture the file contains.

Another area of the program's interface that has been re-jigged is the Text Tool. It's now possible to enter several independent lines of text, rather than have your lines wrap automatically. It is even possible to load in ASCII files saved from your word processor.



Two new refinements to version 2.0 of *ImageFX* are the addition of control splines and previews.

However, this apparent similarity is quite deceptive because some major additions have been made as well as some overall improvements. One of the major new features is the introduction of natural media drawing modes, which seems to be the latest trend in graphics software.

ImageFX 2 can emulate watercolours, crayons, charcoal, chalk and felt tips and has Smudge and Fingerpaint modes too. These last two are quite interesting. The Smudge mode essentially pushes pixels around the screen to simulate smudging wet paint or charcoal with your thumb. The Fingerpaint mode works in a similar way, by displacing pixels, but includes the active colour in its calculations. This creates a smudged image too, but blends the selected colour into the image.

The Chalk drawing mode simulates its real-world namesake by creating an opaque central spot of colour and then surrounding this with a halo of separated or crumbly pixels. As with most of the other drawing modes you can adjust how much the selected paint colour is blended with the underlying pixels.

The Charcoal mode is actually quite similar to the Chalk mode. In essence, it works in the same way, except there is no opaque central spot. To be frank, the result seems more like chalk than the Chalk mode to me. A handy tip in the manual which works quite well is drawing with this mode and then going over it with the Smudge mode. As well as the Blend and Roughness options, you can also set a penetration level. This determines the amount of charcoal on the paper.

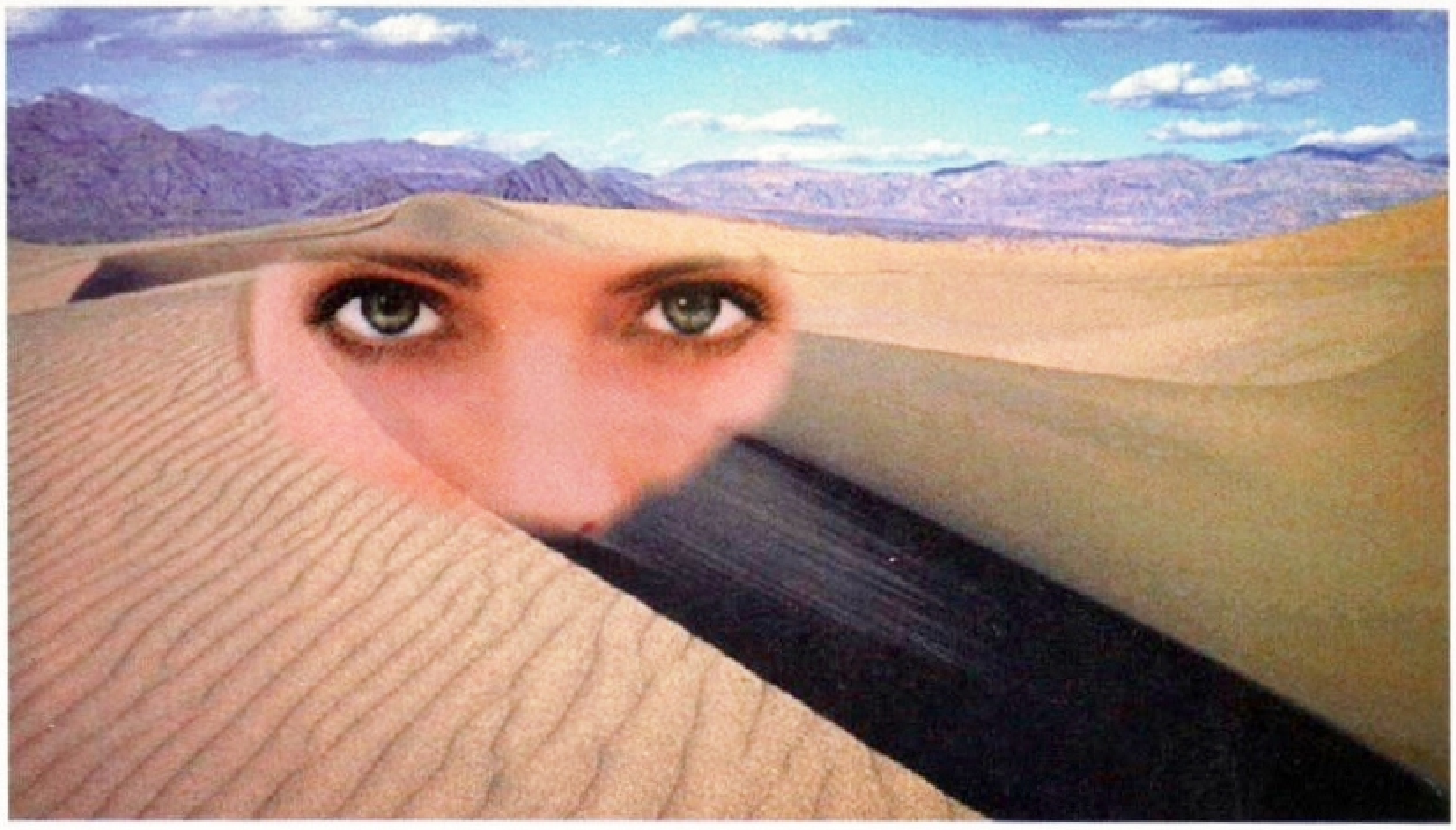
The Felt Tip mode works in the same way as the Normal mode, but doesn't change the luminance value of pixels. When using this mode you'll find that passing over the same area creates patches

of darkness just as drawing over the same spot with a felt tip or marker would.

The Crayon mode works in a similar way to the Chalk mode, but instead of having a consistent opacity value for its centre it has a variable one. This mode has no options other than the Blend setting.

The Watercolour mode is an interesting one and is, in fact, quite spookily realistic. It duplicates the wateriness of watercolours by applying the colour at full density and then reducing the level of density the further you move the mouse in the same direction. It has two options – Bleed and Resaturation. Bleed controls how quickly the colour's density falls off and Resaturation controls the colour density and how much it mixes with other colours.

The program retains other drawing modes from previous versions including Pantograph, Rub Through, Gradient and others. It also has a few new ones – Mandala creates symmetrical images by dividing the screen into four quarters separated by horizontal and vertical mirrors and there's also the Maximum and Minimum modes that limit painting to areas of the screen that are either darker or lighter than the selected colour, which is very useful when working with gradients.



This image was created by using the Rub Through drawing mode with a feathered edge to blend the face smoothly into the background.

So what else is new? Well, basically everything – several features have been added and pretty much all the previous ones have been enhanced. There are too many to list in this review, but I'll mention the major changes and refinements.

One of the best new additions is the *AutoFX* batch processor. When I first saw this I thought, hold on, isn't that what *IMP* (*ImageFX Multi Processor*) is? After playing around with it for a while and reading the manual, I soon discovered that despite performing similar functions, they are almost complete opposites when it comes to using them.

IMP has always been a little tricky to use and demands a fair amount of knowledge of how *ImageFX* works. *AutoFX* is incredibly easy and you can perform most functions with a few button clicks. However, *IMP* is the more powerful of the two and will probably be the choice of experienced users. Personally, I found *AutoFX* a lot more convenient.

Another new application is the *Browser*. This program can be used to view images and even animations. It closely resembles *ImageFX*'s file requester in appearance and effectively sits between you and *ImageFX* or *Viewtek*. However, the program is not restricted to merely viewing files, but can be used to execute *ImageFX* commands and *ARexx* scripts.

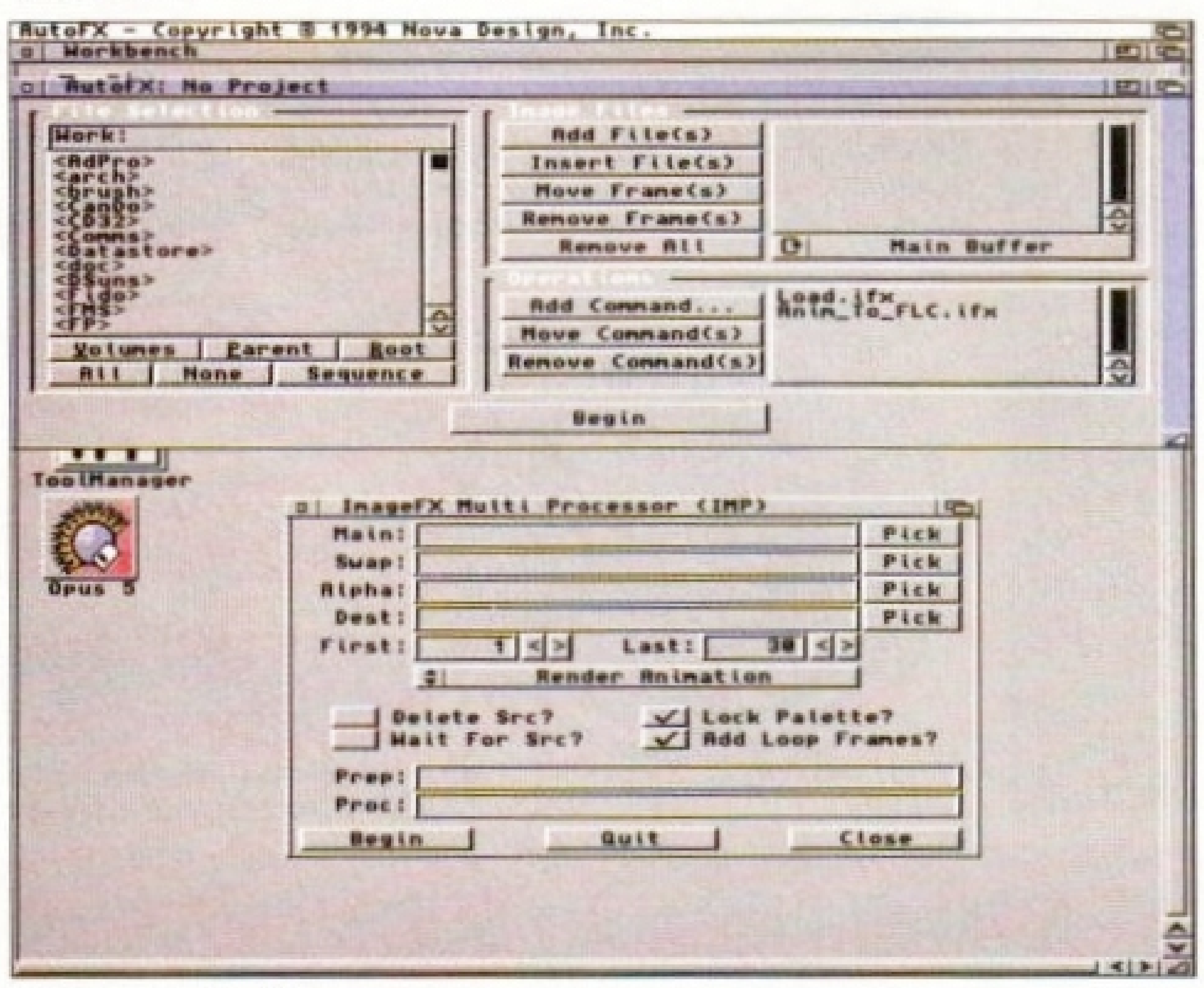
Another *Photoshop*-like new feature is the improved region controls. A region is part of the screen that can be selected by using a variety of methods. Once selected, it becomes active and any painting action is restricted to this area. In *ImageFX 2* it's possible to invert the region, save and load regions. This is a great blessing and should stop many an artist from breaking down in tears when a selection is accidentally lost.

As you might have expected from *ImageFX* there are tons of new convolutions, distortions and effects. Again it's not possible to cover every single one, so I'll mention some of the particularly outstanding ones.

A couple of unique features for a image processor are the Lightning and Lensflare effects. The Lightning effect is more than just some jiggery-pokery with a lighting bolt-shaped brush. It's actually a complicated system that gives you control over how and where the bolt appears and the result is really quite effective. The Lensflare feature also gives you a fair amount of control and produces a reasonably passable effect.

On the distortion front there are complex 2D and 3D rotation tools for adding perspective, Pinch and Punch Warping, Dream and Wave effects and a Polar Mosaic distortion.

The list goes on – there are simply loads of new features. Not all of them are immediately obvious or major, but they all augment an already comprehensive image processing system. With all of these new features and the program's existing abilities it's hard to think of anything else that could have been added – well, I suppose a fractal texture-generator would have been nice...



Here are both of *ImageFX*'s batch-processing utilities. *IMP* is the more powerful of the two, but *AutoFX* is much easier to use.

IMAGEFX 2

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01322 272908

PRICE
£189.99

SYSTEM REQUIREMENTS
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SPEED ●●●●
Image processing is never a speedy process, but *ImageFX 2* is about as fast as it gets.

MANUAL ●●●●●
Well written with plenty of illustrations, tutorials and an excellent index.

ACCESSIBILITY ●●●●●
One of the best interfaces around makes the program very easy to use.

FEATURES ●●●●●
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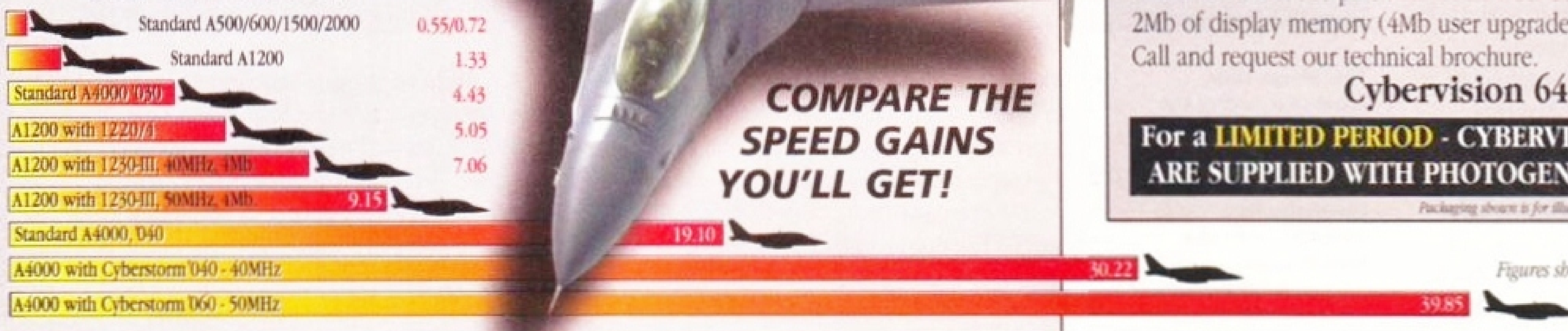
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PowerScan Professional 4



The PowerScan Professional 4 – sleek and buttonless, well almost buttonless.

A 24-bit, colour, hand-held scanner for under £200? Graeme Sandiford gets on the case.

Hand-held scanners have always been at a disadvantage compared to their flatbed counterparts. Not just because of their size – as they say size isn't everything. Their major handicap is that they can't match the quality of flatbed scanners. Most can't generate 24-bit images – the last version of the Power scanner managed to produce images of 18-bit quality.

Power Computing have now gone one better by producing a hand-held scanner capable of scanning images in 24-bit. This really is a big step forward in the scanner market because it gives Amiga users on a tight budget (this scanner only costs £199) access to high-quality images.

The scanner has two main components, the interface which fits into your Amiga's parallel port and the scanning head. In terms of ergonomics the physical design of a hand scanner is more important than a flatbed. With a flatbed you more or less just chuck whatever you want scanned on to it and do the rest from the software supplied. With hand scanners you have to physically move the scanning head over whatever you're scanning.

Because this can sometimes be a laborious and pain-staking task, using a poorly designed hand scanner is like a form of medieval torture – if you manage to scan an image without any distortions or glitches. you'd be burnt at the stake for being a witch.

Thankfully, the Power Scanner has been well designed and fits snugly into your hand so you can quite happily pull it across a surface without having to apply too much pressure. Another thing that can also make hand scanning real drudgery is a slow scanning rate. This means that you have to pull the scanner more slowly which makes the job twice as difficult. The Power scanner has quite a fast scanning rate so it's fairly easy to scan at a consistent and relatively fast rate.

Unlike previous versions of the scanner there are no controls on the head for the dpi, colour or scanning modes. The only dial is for the lightness and darkness of the scan – everything else is controlled through the software. The width of the scanner is 104mm, which is about average, so if you want to scan anything wider. you'll either have to turn it sideways or make more than one pass.

The scanner is capable of scanning in several different modes and resolutions. In

Continued overleaf ➡





If you should see any of these people don't approach them – contact your newsagent.

← the colour modes it is possible to scan up to a maximum of 200dpi (dots per inch) and in the mono and greyscale modes, up to 400dpi.
The software interface is still quite simple and easy to use. It's divided into several screens or menus that can be accessed by pressing on one of the buttons in a bank along the bottom of the screen.

The file menu can be used to save and load images and can also load and save images that have been stored in the Amiga's clipboard. Three file formats are supported IFF, GIF and 24-bit IFF – although it would have been good to have had support for the JPEG format because it's by far the most popular 24-bit format.

The scan menu can be used to control just about every factor of the scan you're going to make. You can set the size of the area to be scanned by defining its width and height, which can be expressed in millimetres, pixels or as 10ths of an inch. Resolution can now also be set from here as well as the scanning mode. A handy gadget displays the amount of memory the scan is likely to take up – so you don't get too carried away and crash your machine through lack of memory.

The program also has extensive printer controls. It has support for colour correction, smoothing and density control

Here's a good example of how well the scanner handles photographic images.

and you can choose the methods you want to use for scaling, dithering and shading the picture that is being printed. You can also print out a negative image and print it vertically or horizontally.

The software features some limited image processing features which can be used to improve and re-size your scanned images. One of the Process menu's most useful features is its colour correction sliders with which you can adjust the image's RGB, brightness, contrast and colour values.

The rotation tool is handy if you've scanned an image sideways and you can change the image format by adjusting its colour-depth and add one of several dithering patterns. The only important feature that is missing is a Gaussian blur. This is a shame because a good Gaussian blur can work wonders on scans with moiré patterns.

To complement the program's image processing abilities there's an Edit panel which has many of the tools you'd find in a paint package. The program also has a Zoom tool and Preferences panel.

The scanner's manual is very good and goes to great lengths to explain how the scanner works and how to get the best results. The manual is well written and lucid, and even has an element of light relief thanks to the humorous quotations that are sprinkled throughout.

Overall the PowerScan 4 offers outstanding value for money and produces images of fantastic quality – I can already see all the Amiga artists and DTP users leaping with joy.



The scanner has done a particularly good job picking the muted tones of this painting.



The PowerScan 4 needs all the colours it can get to scan this model's flesh tones.

POWERSCAN PROFESSIONAL 4

DISTRIBUTOR
Power Computing
01234 273000

PRICE
£199

SYSTEM REQUIREMENTS
Workbench 2.04 or higher and 2Mb of RAM.

SPEED ●●●●●
The well made and ergonomic design helps produce high-quality images – and quickly.

MANUAL ●●●●●
Excellent. Explains all you need to know about the hardware, software and more besides.

FEATURES ●●●●
As many features as you can fit on to a hand-held scanner.

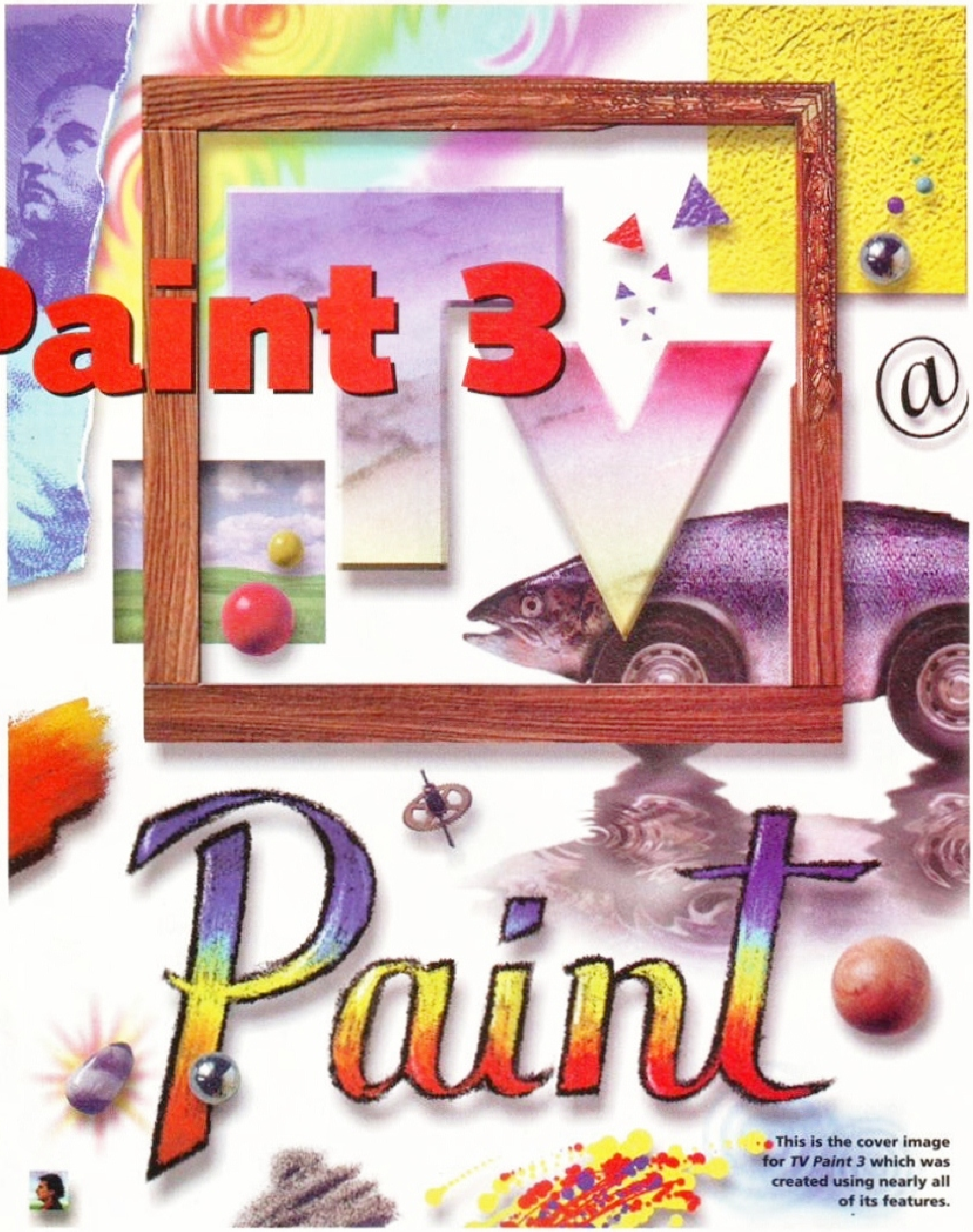
VALUE ●●●●●
A 24-bit scanner for under £200 – I'll leave you to make up your own mind.

"If you are thinking of buying a colour hand scanner, this is definitely the best one you'll find."

94%

Is the latest version of the *TV Paint* package really worth £500? Graeme Sandiford investigates...

TV Paint 3



This is the cover image for *TV Paint 3* which was created using nearly all of its features.

TV *Paint* has been one of the top-of-the-range painting packages on the Amiga for some years now, and is considered by some to be second only in terms of features to *OpalPaint*.

But *TV Paint* has never been in competition with the likes of *Deluxe Paint* – at least not in terms of popularity. The main reason for this is that *TV Paint* has only been available for 24-bit graphics boards. This is because it is a true-colour painting program, which means it's capable of painting in more than 16 million colours, and requires a graphics board, so its main competition is from *Opal Paint* and *DCTV Paint*.

Where *TV Paint* has one clear advantage over these programs is that it is not tied to a single 24-bit board, but can be used on Amigas equipped with the EGS, Harlequin, Retina and Picasso II boards.

Another factor that distinguishes *TV Paint* from your average paint package is its price which is about 10 times that of most programs. The reason for this is that it is a tool aimed at the professional artist. The program offers features and power that are simply not available in programs below the £200 mark.

Before I go on to review *TV Paint*, I'd like to get one major gripe off my chest. Why on earth hasn't the program been made AGA-compatible? As *Brilliance* and other programs have proved, you can produce a satisfactory representation of 24-bit images using the AGA-chip set's HAM8 modes. Personally, I've never encountered any palette-related problems.



Judging by this error message, I suspect that the programmer has a sense of humour.

If *TV Paint* was AGA-compatible and cost about £250 to £300, I think a lot more copies would be sold.

So what is it that makes *TV Paint* so special, what features does it have that you won't find in an average paint package? Well, the two main features are the layering ability and transparency function. Applied separately these are powerful enough, but when they are combined their potential is staggering.

It took me quite a while to get my head around how the layers worked. I spent ages trying to figure how to vary the transparency of areas of the current layer so that others would show through.

Eventually, I ended up kicking myself quite vigorously when I found out how simple the layers are to use. The manual actually explained this feature quite well, (although finding this explanation was another matter entirely) by describing each of the three layers as a sheet of glass on to which you can apply paint.

These sheets of glass can then be placed on top of each other and effectively combine the layers of paint. All of the paint on the sheet that's on top of the pile shows through. You can also see the paint on the second layer that is not obscured by the paint on the level higher, and so on. In practice this means that it's best to start drawing on the middle layer so that you can add paint in front of, and behind, what you've drawn.

You might be thinking: big deal, you can stick three pictures together. But there is a lot more to this feature than simply combining images. Because they are separate entities, you can change elements of an image independently. So, if you draw a landscape scene you could make changes to a maximum of three elements independently. If you draw some trees and then decide you don't like them, you don't have to scrap the whole picture but just the layer you don't want.



This illustration was produced using techniques from one of the manual's tutorials. It makes use of all three layers and relies on the program's Transparency settings to create the beams of light.

It is also possible to scrape off paint to allow the layer beneath to show through. This is great for producing all sorts of effects such as text-based logos where the letters can be used to cut through to a layer underneath with a texture, thereby giving the text the appearance of being made of another surface.

Transparency is another powerful, but relatively simple tool. *TV Paint* has 256 levels of transparency which means that a pixel can be completely opaque, transparent or one of the 256 levels in between. However, transparency levels can also be applied to a brush by using the Density Ranges tool.

This can be used to give the shapes you draw areas of varying opacity. Normally when you draw a filled shape it is filled with a solid colour, but with the density controls set, the fill follows the same pattern of density from this tool's window. Using the window, you can set the highest point of density by clicking on it – the pixels gradually become less and less dense the further away they are.

The shape of the density, or the way it falls off, is controlled by two curves – one for the X axis and the other for the Y. These can be altered independently or together and either one can be turned off completely. There are several pre-set density patterns that are ideal for creating stars, glows and beams of light.

These two powerful features can be combined with a selection of different drawing modes to provide even more control and a greater variety of effects. There are 17 drawing modes in all and you can easily select different ones by using functions keys to toggle between them.

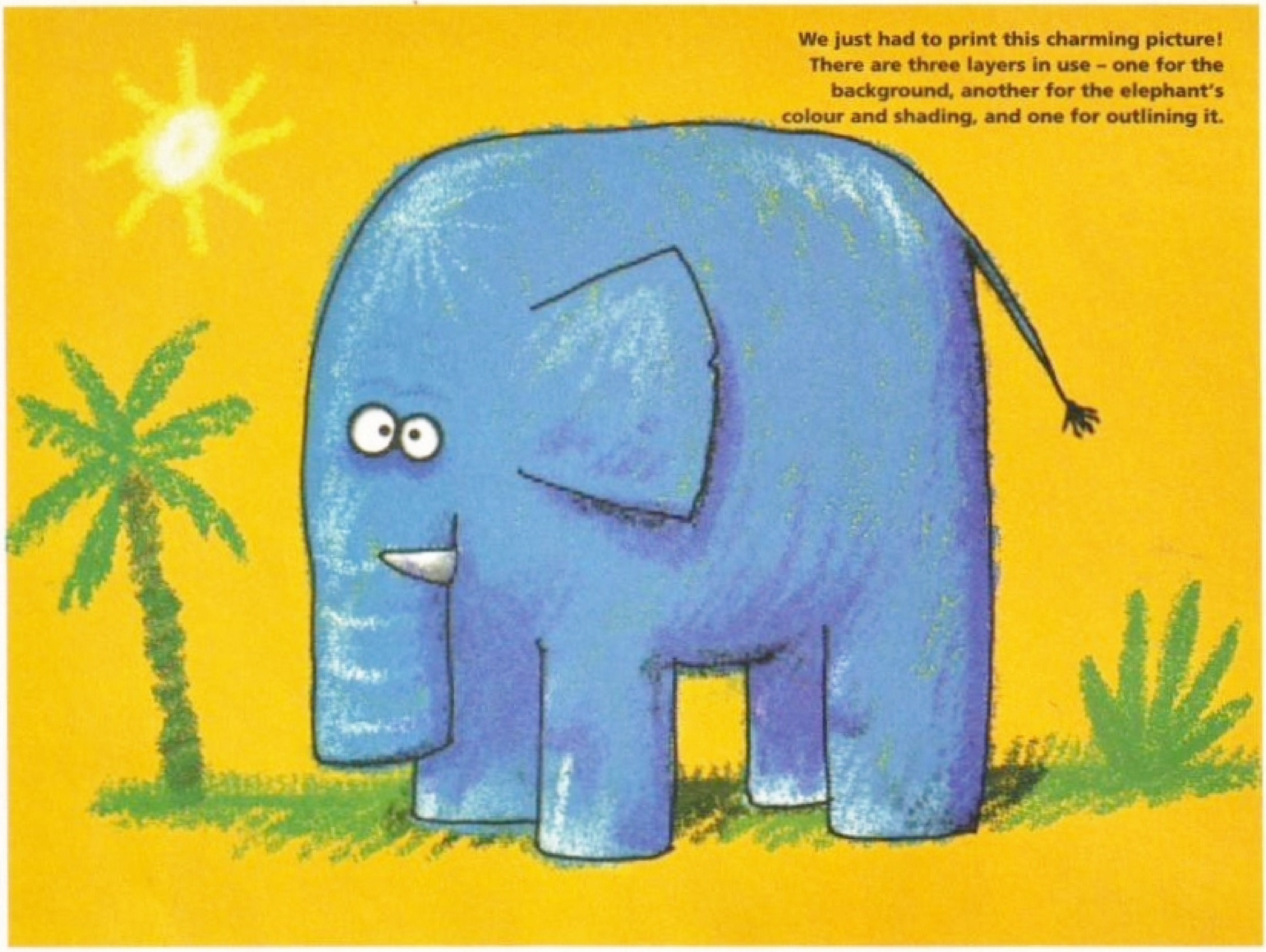
One of the most interesting modes is Stamp, which acts like a rubber stamp with brushes. Normally when a brush is cut from an image, it retains its colour. In Stamp mode the brush takes on the colour of the selected colour.

Replace is another useful mode. When drawing with this mode only the colour information is changed not the density. This means that it can be used as a mask because it only changes areas that have already been painted on.

Continued overleaf ➡

This pictures fades smoothly between images thanks to the Transparency setting.





We just had to print this charming picture! There are three layers in use – one for the background, another for the elephant's colour and shading, and one for outlining it.



This embossed marble effect was produced with the Bump filter.



This simple image was created by cutting through one layer to show the one beneath and given depth with the shadow filter.

The Pantograph mode is the same tool that's known in other programs as a Cloner. It uses information from surrounding areas of the screen to make undetectable changes to an image. This is ideal for removing parts of an image and adding new elements seamlessly.

Erase doesn't sound like a particularly exciting mode, but when used with the Density tool and a background image it can produce very smooth fading effects. The Behind mode works in a relatively simple way, but can be extremely useful. Think of it as the opposite of Replace, because it draws on areas of the screen that are blank.

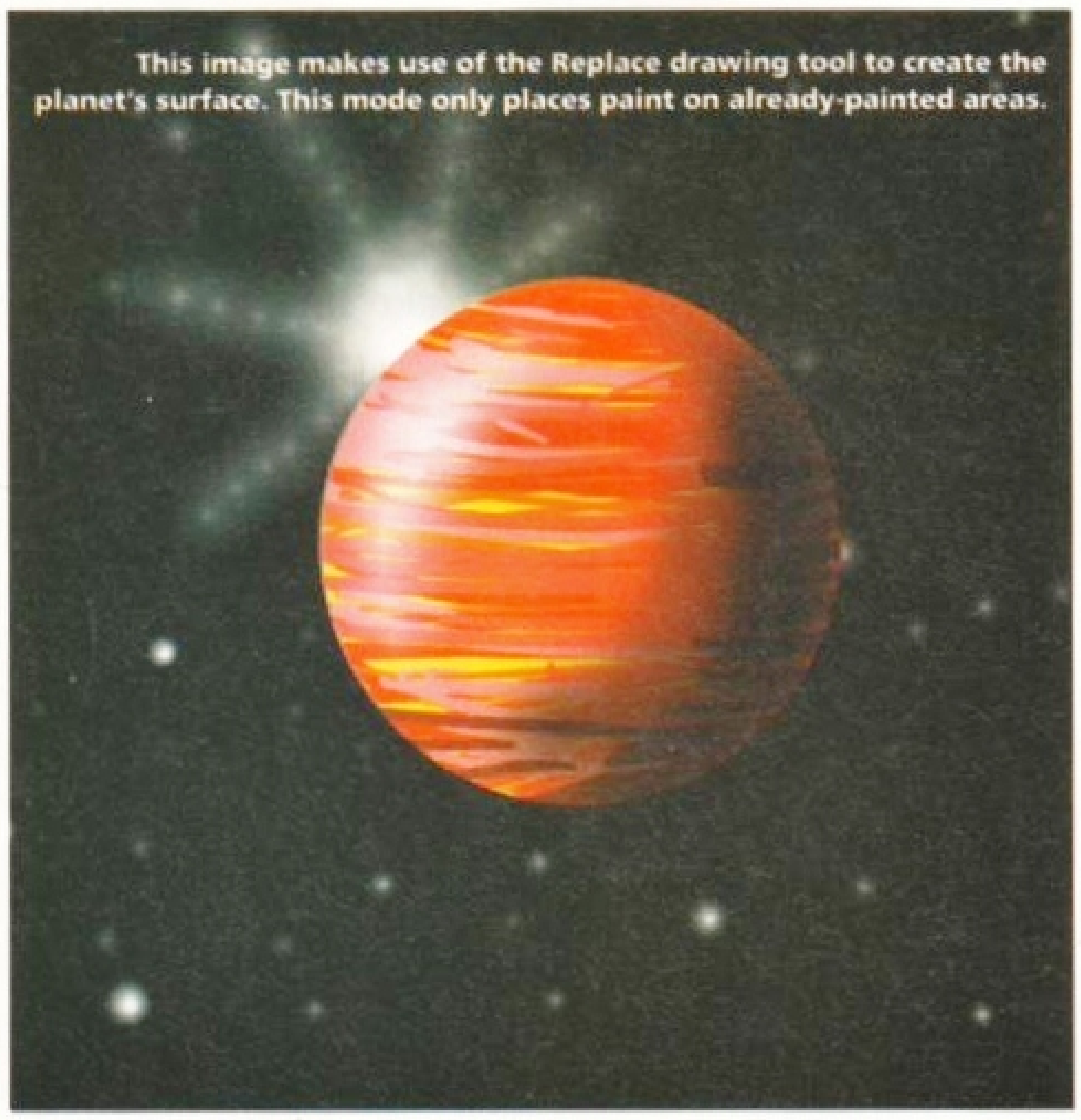
TV Paint's arsenal doesn't end there, it also has a range of image filters. Although this a feature that is normally associated with image processors, this ability adds even more depth to the program's range of features. A welcome addition is the ability to apply these filters to a limited area by using the Swap Layer as a source.

TV Paint 3 has the usual filters you'd expect to find in an image processor, but there are also a few unusual ones. Bump uses the density values in the Swap Layer to create bumps in the current layer. This works in a similar way to an elevation map in a 3D program and even has a light source that can be moved.

Another interesting *TV Paint 3* filter is Shadow which (unsurprisingly) draws a shadow on the current layer. Again, you can determine the position of the light source, and you can also control the distance of the shadow, its smoothness, colour and power.

There's also a range of keying filters including chroma, colour, and luma keying. The program has extensive support for *ARexx* which enables *TV Paint* to be controlled externally and create scripts. The scripting feature is useful for performing a variety of tasks, from simple colour correction to the application of complicated filters.

But it's not just *TV Paint 3*'s lengthy list of features that make it a fantastic artist's tool, it's the power and an almost undetectable smoothness of operation that set it apart from most other paint packages. The only areas that I thought could be improved upon are having unlimited layers, as in *Photoshop 3.0*, and an index in the manual.



This image makes use of the Replace drawing tool to create the planet's surface. This mode only places paint on already-painted areas.

TV PAINT 3

DISTRIBUTOR
Emerald Creative Technology
0181 7158866

PRICE
£499.99

SYSTEM REQUIREMENTS
EGS, Harlequin, Retina or Picasso II graphics board. 8Mb of memory and an 030 processor.

SPEED ●●●●●
Uncannily fast even while performing complicated tasks.

FEATURES ●●●●●
More features than can be considered natural for a paint package.

VALUE ●●●
Although it's a professional package it would still benefit from a price drop.

MANUAL ●●●
Nothing stunning, but it covers most of the program's features – could do with an index though.

ACCESSIBILITY ●●●●
Despite not using a standard interface *TV Paint 3* is easy to use and makes good use of keyboard short cuts.

"TV Paint 3 has all the power, features and control you could possibly want – well, almost."

91%

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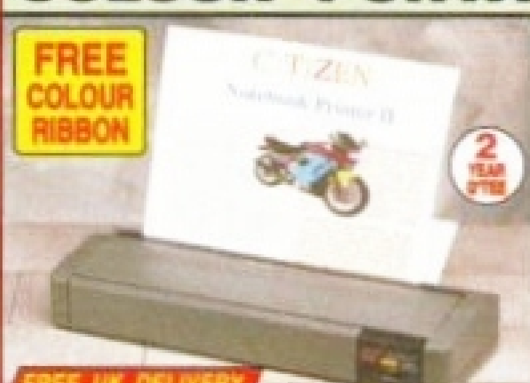
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Siegfried Discology

In the right hands, disk copiers are valuable tools. Graeme Sandiford puts this latest offering to the *Amiga Format* test.

If there is one thing that I really hate doing it's preparing the magazine's Coverdisks, particularly the Subscribers' Superdisk. It's not compiling the disks that gets me down, but duplicating them – I have to make a couple of copies to send to the disk duplicator, a copy for the editor and two for myself. If anything needs changing then I have to go through the whole process again.

So, you can imagine how relieved I was when *Siegfried Discology* arrived for review – especially because it turned up just before I started on the Coverdisks. *Discology* is intended to be the most fully-featured disk copier around and at £39.99 it had better be! One clear advantage it should have over the competition is that its virus checking abilities have been programmed by the same folk who created *Siegfried Antivirus Professional.*

At first look the program's interface appears a little jumbled and confusing, but it's surprisingly easy to use considering the number of functions that are available. The majority of the screen is taken by the what the manual calls the copy grid. In its centre is a column of drive-selection gadgets that give you access to the source and destination drives.

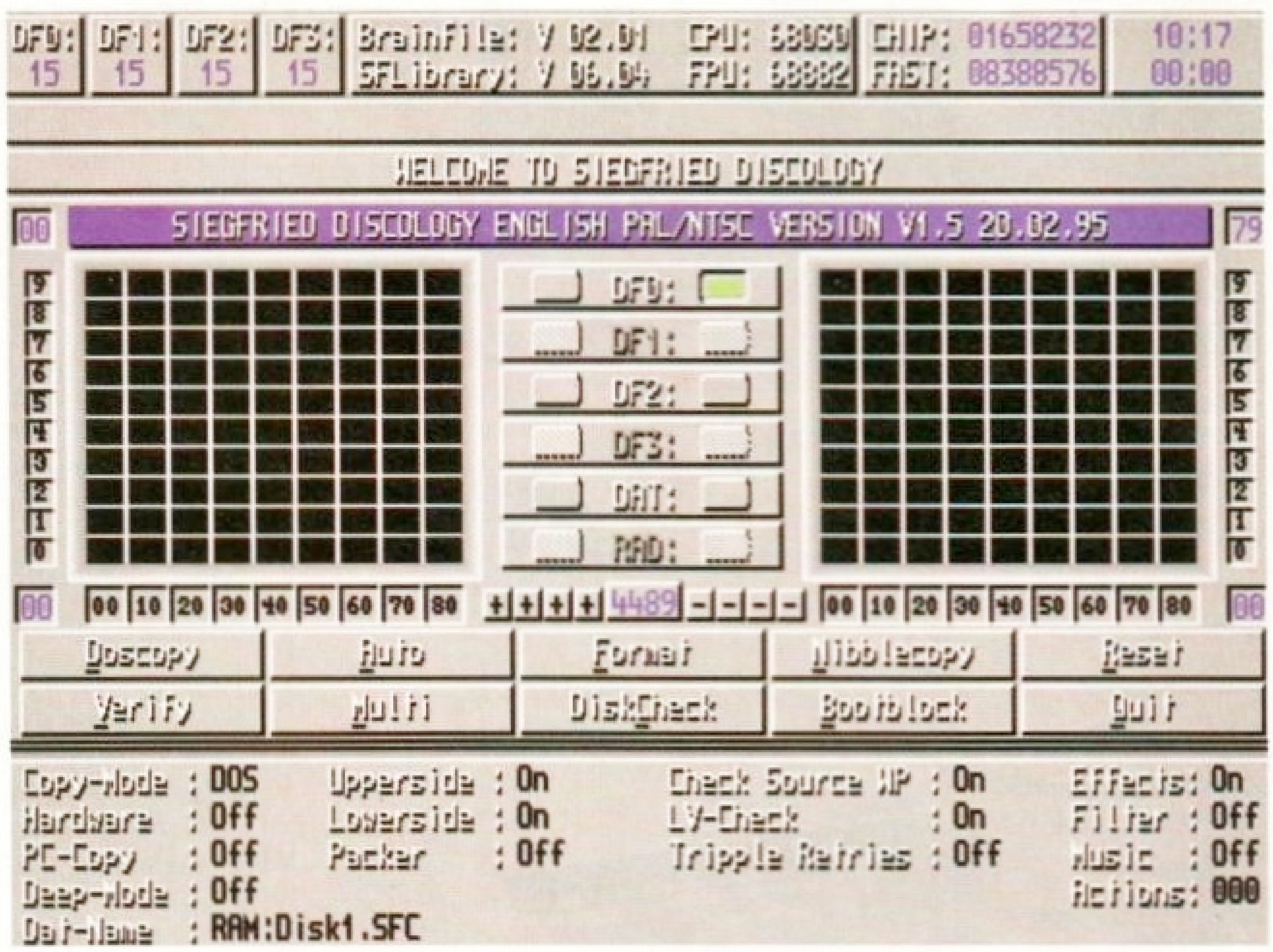
On either side are the grids that display the progress of the copying. Beneath them are the function gadgets which can be used to copy, format and check disks, and below this row of gadgets is the information window which is only available to PAL users.

As you might expect the program has the usual DOScopying and Nibble modes, but it also has some unique features. One of these is the use of the DAT: device which can be used to store the contents of a disk as a file. This pseudo drive enables you to copy files to RAM and back to floppy, but more interestingly, it means you can keep back-ups of your floppies on your hard disk – a bit like DMS.

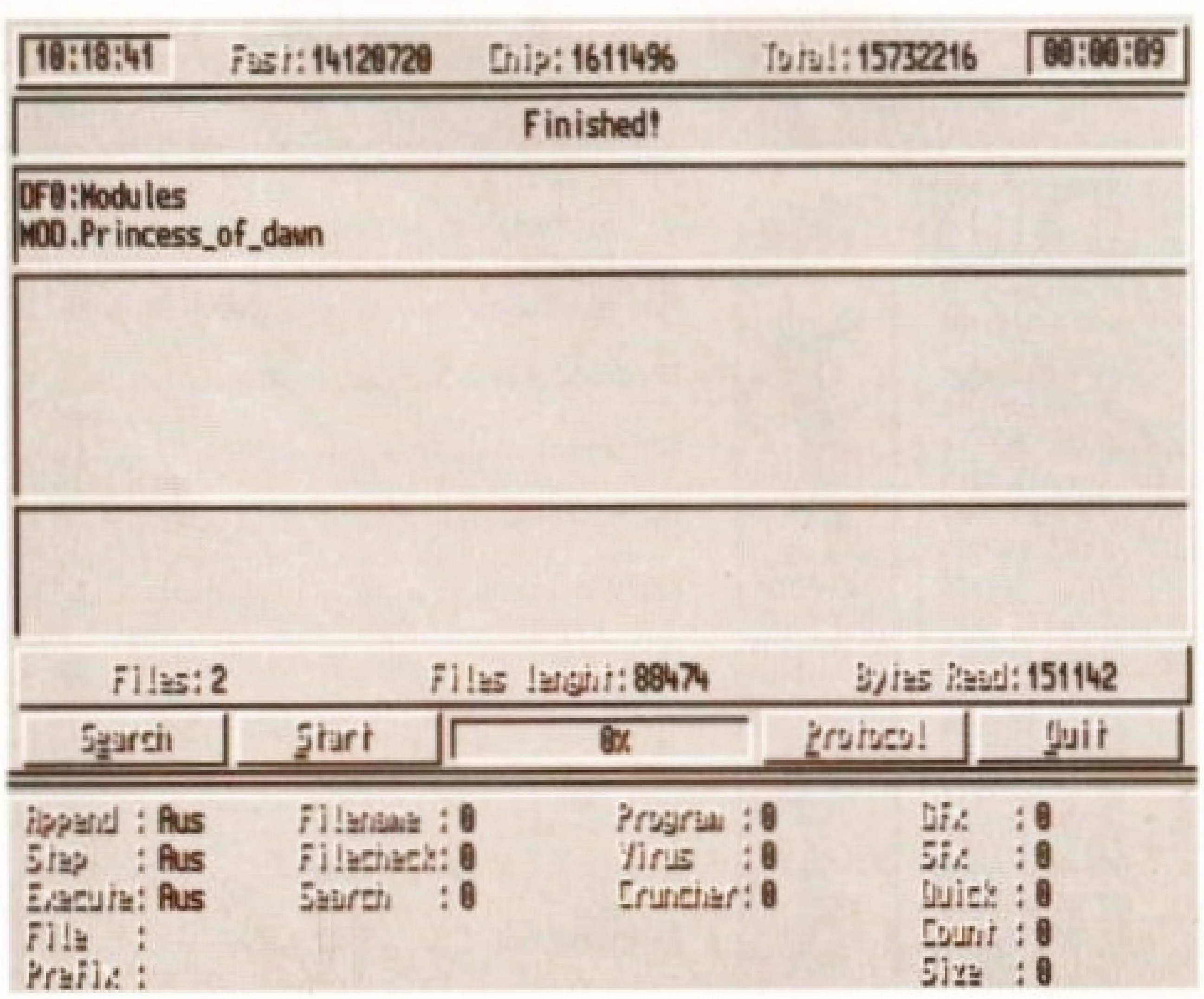
Another pseudo device is the RDT: (Remote Data Transmission) drive. This can be used to copy disks to a remote location either by null modem or through a phone connection. Although the manual insists that the benefit of this feature is its simplicity, its efforts at explaining how to use it were more than a little vague. However, the null modem option might prove useful for Public Domain libraries and others who need to make a large number of copies.

This next feature is a bit of a controversial one. *Discology* has a hardware copy function that uses an adaptor to copy hardware-protected disks. Although it works quite well, except with Power Computing's PC 880B external drive, it does raise the old question of whether or not such an ability has any legitimate use – especially because many game companies replace faulty disks, so there should be no need to back them up.

Despite this controversy, *Siegfried Discology* is an incredibly feature-laden disk copying system and a program that will certainly help me immensely in the production of this magazine.



Although *Discology's* interface may seem a little cluttered at first it is really quite intuitive.



The *Discology* disk analyser is used to search for particular types of file.

SIEGFRIED DISCOLOGY

DISTRIBUTOR
Siren Software 01500 340548

PRICE
£39.99

SYSTEM REQUIREMENTS
Workbench 1.4 and above and 1Mb of RAM.

SPEED ●●●●
Impressive. *Discology* is very fast using most copying modes.

MANUAL ●●●
Fairly well structured, but a little too vague in places.

ACCESSIBILITY ●●●●
The program's interface is both intuitive and powerful.

FEATURES ●●●●●
Absolutely loaded with powerful and useful features.

VALUE ●●●●
£40 might seem a lot for a disk copier, but it's worth it.

"This program is certainly going to make my job an awful lot easier."

84%

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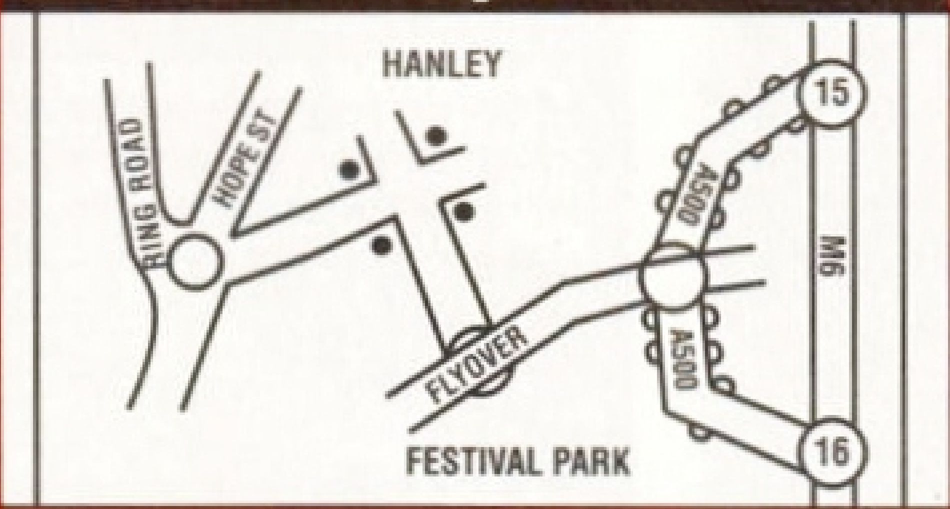
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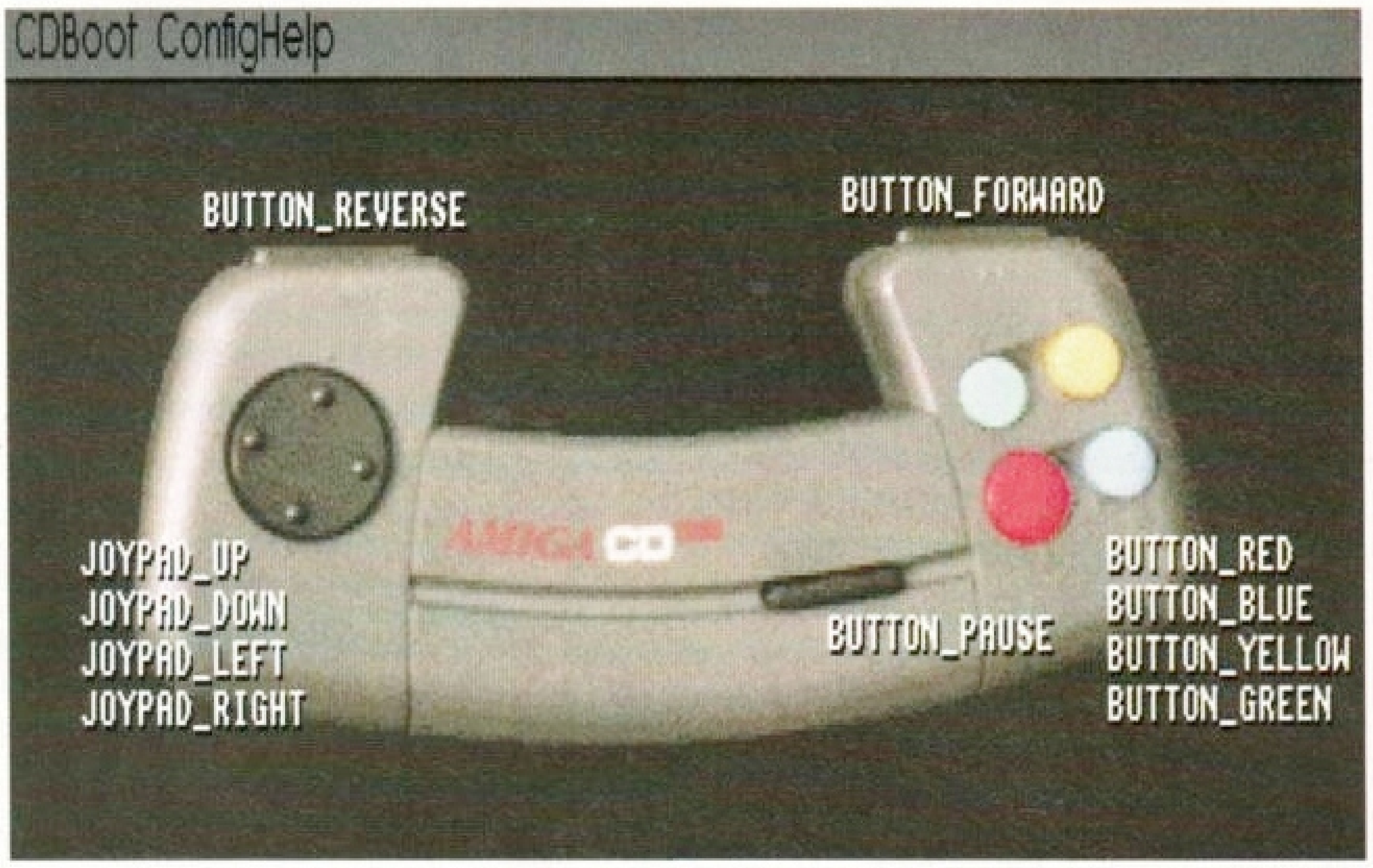
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CDBoot 1.0

Graeme Sandiford checks out a new software package that could make life easier if you've got an Amiga with a CD-ROM drive.



By editing an ASCII file you can assign any of the CD^{32}'s buttons to a keyboard key or combination of keys.

CD-ROM technology has really taken off and many Amiga users have already taken advantage of this impressive format. Adding a CD drive to your machine is quite easy and using it for serious purposes is no problem at all on most versions of the Amiga. However, the only model that has really made good use of CD-ROMs as a games platform is the CD^{32}.

The major barrier to the other machines in the Amiga range using CD^{32} games is not being able to boot from a CD-ROM drive. Although some of the newer CD drives, especially for the A1200, are now coming with CD^{32} emulation software, many of the earlier drives for big-box machines have lacked this option, which is of most use to A4000 owners.

CDBoot is a new software package from Germany that enables owners of any CD drive-equipped Amiga to boot from CD-ROM. It also enables you to save game positions to floppy and even hard disk – as long as saving game positions is supported by the game.

Installing *CDBoot* is simple because it uses Commodore's (at least I think it's still Commodore's) *Installer* program. You have three main options – to install *CDBoot* to hard disk, remove *CDBoot* or to copy your file system to floppy. This third option means that every time you boot from this disk the Amiga switches to the CD-ROM drive as the boot device. If you choose to have the software installed to hard disk you are given the option to have the software ask before booting whether or not to boot from CD, or you can select automatic booting from CD.

Once the program has been installed, depending on the options you chose, each time you boot the machine with a bootable CD-ROM inserted you'll be asked whether you wish to boot from it. Clicking on Yes loads the game or boots up from the bootable disc.

The program also includes joypad emulation, so you can emulate the CD^{32}'s joypad through a combination of keyboard and joystick. *CDBoot* uses configuration files to determine which settings should be used with which games and because these files are in ASCII format, you can easily create your own by typing a description similar to the following line:

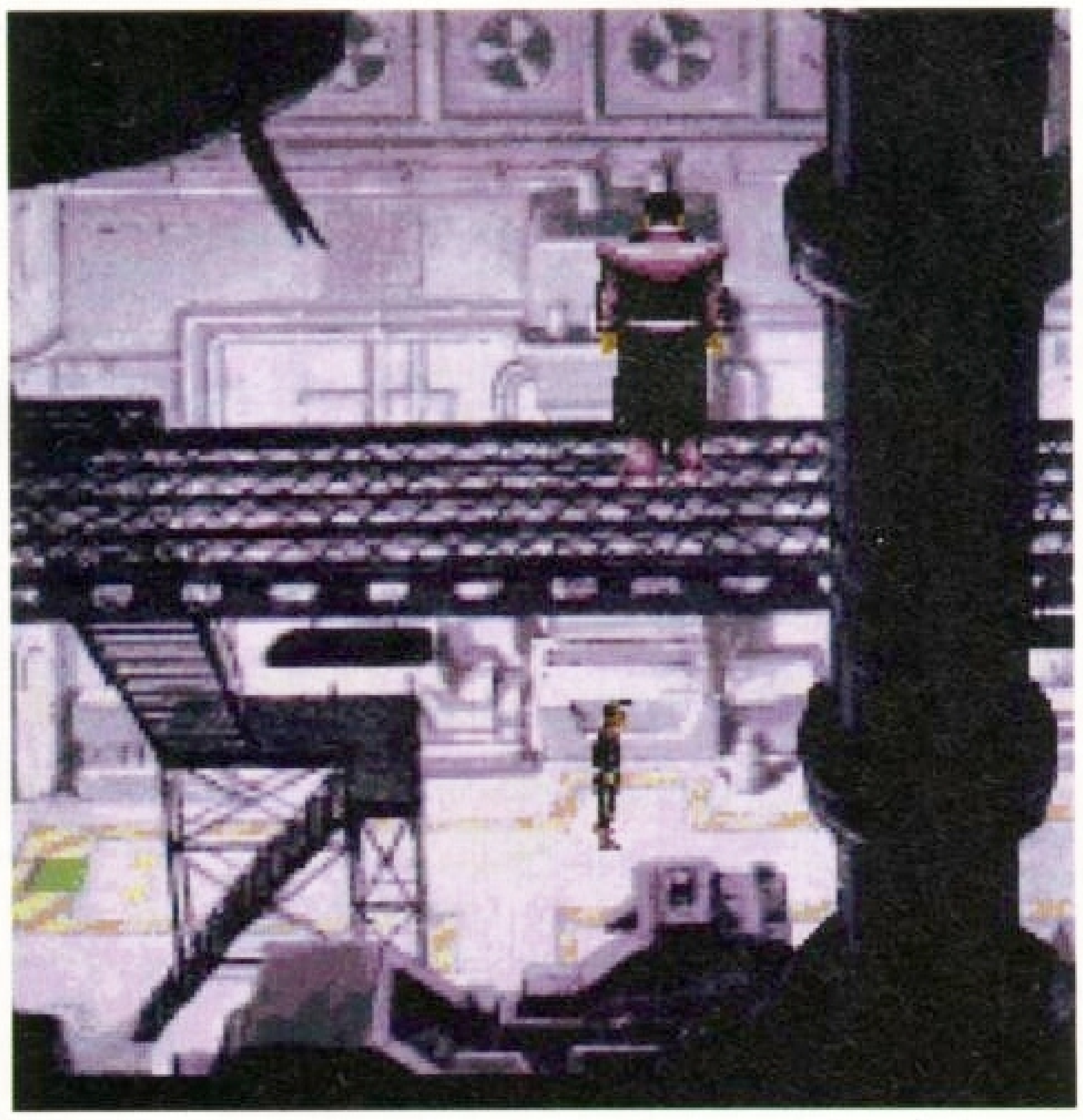
```
//code// "Button_blue = F2"
```

This defines the F2 function key to act as a replacement for the CD^{32} controller's blue button. You can also specify keys to act as the direction buttons on the pad.

That's about it really, it works and enables you to play CD^{32} games if you own an A1200 or A4000. The real question is whether it's really worth £25. I'd have to say that it probably isn't. The only thing you couldn't do yourself by means of some changes to your startup-sequence is the control pad emulation.

While it's true that this provides a neater and more flexible solution, a price of about £15 would be more reasonable. In the end it depends on the price you put on the convenience.

CD^{32} games, such as *Beneath A Steel Sky*, that make use of non-volatile memory can now save their game position to floppy or hard disk by using *CDBoot*.



CDBOOT 1.0

DISTRIBUTOR
PD Soft 01702 466933

PRICE
£24.99

SYSTEM REQUIREMENTS
Workbench 2.0 (Workbench 3.0 and an A1200 or A4000 with hard disk recommended)

SPEED ●●●●●
Couldn't be easier to set up and use – simply run the installation script and then stick a disc in.

MANUAL ●●●●
It's not too heavy going and everything is relatively clear.

FEATURES ●●●
Although the joypad emulation is useful, most A1200 drives now come with full emulation software.

VALUE ●●●●
Does the job well enough, but is a tad on the expensive side. It's for people who don't want to get their hands dirty altering their startup-sequence.

"Certainly a useful utility for big-box Amigas, but one that's a little overpriced."

83%

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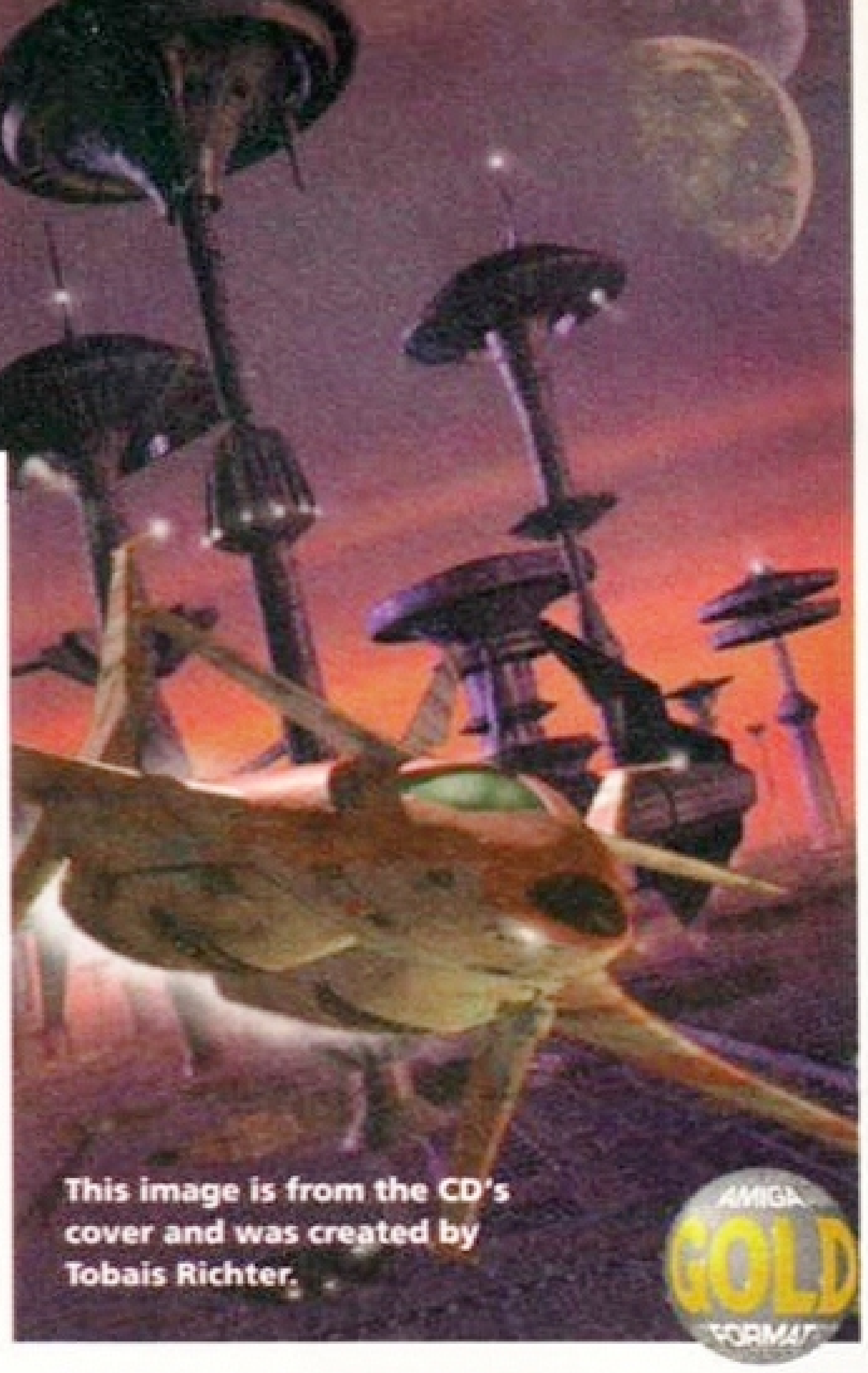
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CD-ROM

The Light Works

PDSoft ■ 01702 466933 ■ £34.99



This image is from the CD's cover and was created by Tobais Richter.

Unlike most CD-ROMs for users of 3D programs, this disc is not just the usual assortment of Public Domain objects. In fact, a large number of the objects have been created by German 3D guru, Tobais Richter.

Those of you who are familiar with Tobais' work, will not be surprised to discover that most of the objects he has created are spaceships from popular sci-fi films and TV series. Among the objects you'll find such classic vessels as The Enterprise, the Deep Space 9 Station, The Deathstar, an imperial shuttle, all of the TIE fighter models, the X-wing and Y-wing, VRProbe from SeaQuest DSV, Darwin The Dolphin, a Correlian Corvette and the Millennium Falcon. The objects are supplied in three formats – *Imagine, Cinema 4D* and *Reflections.*



This still from *The Light Works* CD is part of an animation that is still being created.

As well as these examples of Mr Richter's 3D prowess there are some PD models too. The subjects that these cover are a bit more varied, although the quality is not as high. Being a fan of the Battletech books and games I was pleased to discover several of the Mech robots in the copious robots directory.



However, this disc is not all robots and spaceships, there's an anatomy section, a collection of animals and errm... some *Star Wars* objects too.

As well as the objects, *The Light Works* disc includes some useful textures and several animations. It also features a demonstration version of the *Maxon Cinema 4D* rendering software, although it's all still in German.

"An absolute must for all sci-fi fans and lovers of giant robots."

92%

Amiga Tools 2

PD Soft ■ 01702 466933 ■ £24.95



This atmospheric image was created by Mark Thompson – probably in *Real 3D 2.*

This interesting CD-ROM from Germany contains all manner of utilities that should be of interest to most serious Amiga users. You'll find a huge selection of useful things including CompuGraphic fonts, virus killers, networking tools, Internet software, pictures, crunchers, disk tools, demo versions of several commercial programs, databases, a copy of MUI and that demo version of *Maxon Cinema 4D* that makes an appearance on just about every German CD-ROM.

One of the fascinating finds on this disc is the demo version directory. Not only does it contain demonstration versions of programs it also has some example objects from the *Light ROM* CD, example images produced with *ImageFX* and a demo of *DPaint V.*

Another surprisingly interesting directory is the database drawer. It has all the usual video and CD cataloguing programs, but also includes some particularly innovative tools. For example, there's a useful route planing program and one called *AmigaWorld* that contains loads of information on just about every country on the planet.

On a related subject, the disc also features the *Internet Database* of films. The inclusion of this database is an excellent example of making good use of the storage capacity of CD-ROMs, because it is almost 27Mb in size.



One of the many rendered fantasy image from the *Amiga Tools 2* CD.

"It's yet another brilliant CD-ROM from Germany."

91%

TGV Animation CD

17Bit Software ■ 01924 366982 ■ £14.95



After taking a look at the excellent *Amiga Tools CD*, I was expecting something special from this disc because it was compiled by the same people.

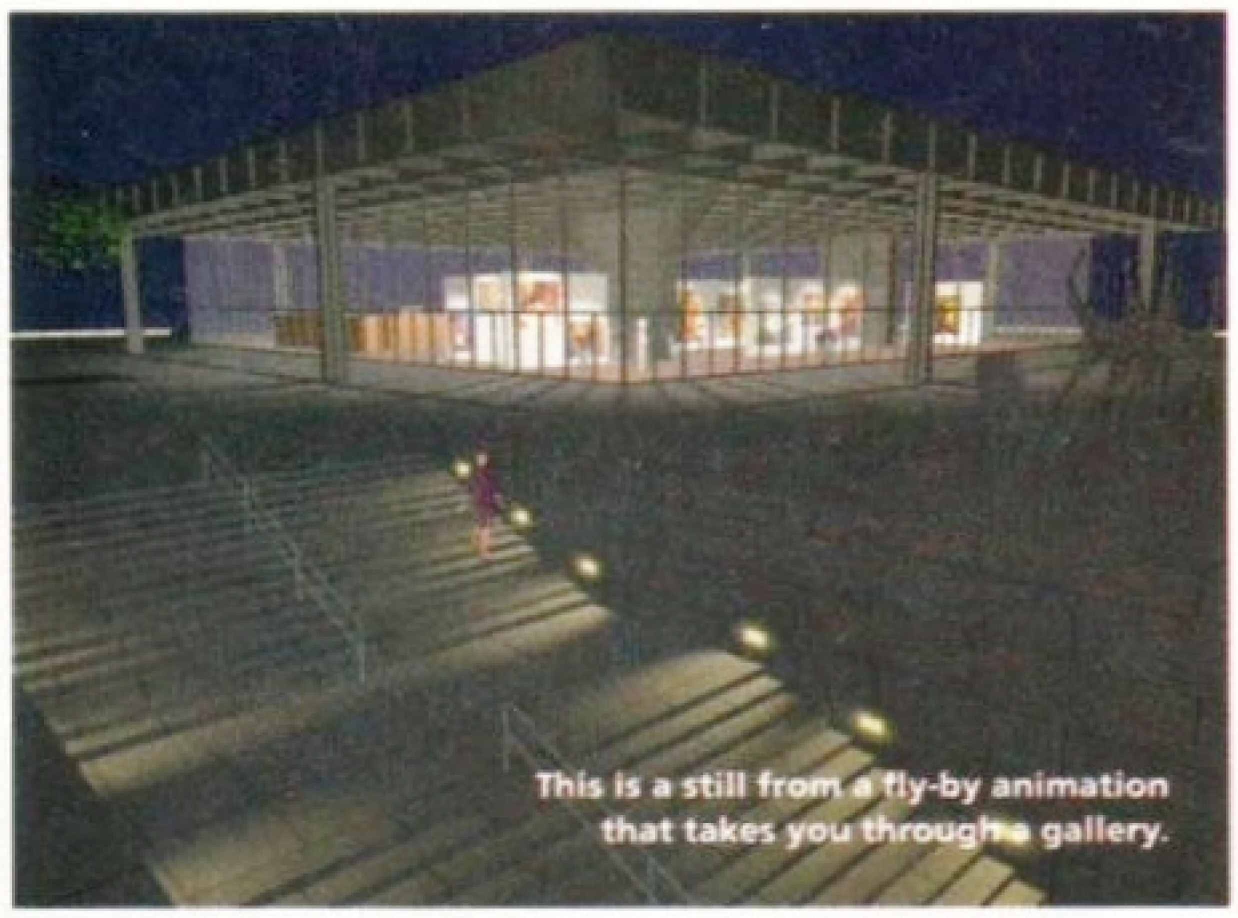
It will come as no surprise that the *TGV Animation CD* contains nothing but computer-generated animations. The files on the disc come from all over the world and some of them include the author's E-mail address. So if you want contact them to express your appreciation or to offer them work, you can.



This animation shows you all the sides of a highly-detailed model of a house.

The animations vary greatly in quality and, in all honesty, the majority of them really aren't that good. Most of the animations are raytraced, but there are a few digitised and hand-drawn ones and there are plenty of examples of what unimaginative people can do with *3D Studio* – plenty of reflective balls and so on.

The animations are stored in several different formats including IFF anim, FLI and MPEG. The reason for this is that it's aimed at both the PC and Amiga markets. However, if you are willing to sit through a lot of poor animations, you will be rewarded by some real real gems. At just £15 you can't go far wrong.



This is a still from a fly-by animation that takes you through a gallery.

"There are some great animations, the trouble is finding them."

86%

Round-up

Meeting Pearls Vol 2

PD Soft ■ 01702 466933 ■ £9.99

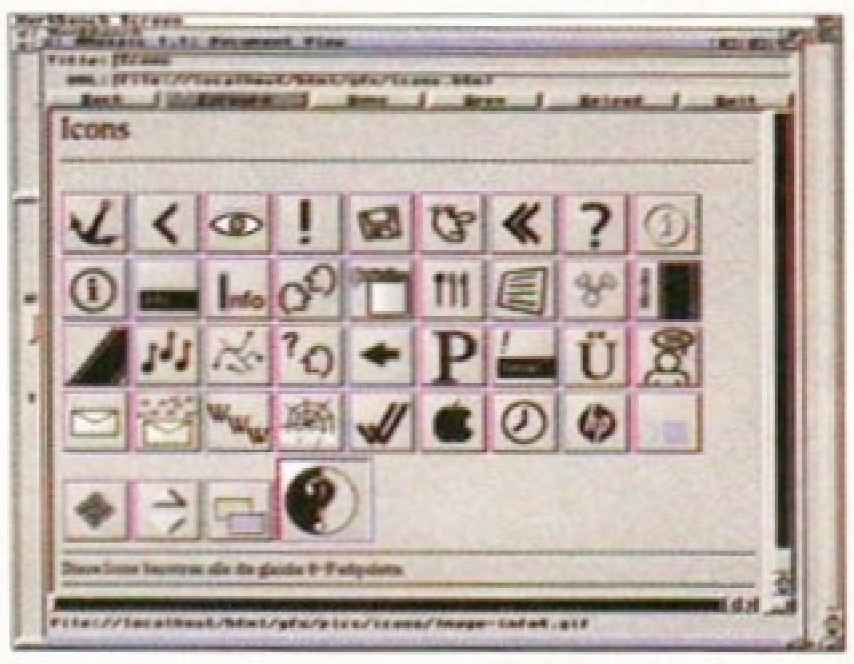
Meeting Pearls Volume 2 is another CD from Germany. If you are wondering why there are so many German CDs, apparently a group of Amiga users get together there every now and again and to celebrate this they release a CD-ROM packed full of goodies.

The thing that distinguishes this collection of Amiga PD from most others is its front-end. It uses the HTML reading program *Mosaic*, which means it's possible to create documents that contain images, sounds and even links to other documents.

Putting this together must have taken a considerable amount of effort, but the result is worthwhile because you can easily search for files – and it looks good. But it means you really need Workbench 3.0 or greater to get the best out the interface.



The use of images in HTML pages, as used on WWW, livens up documents.

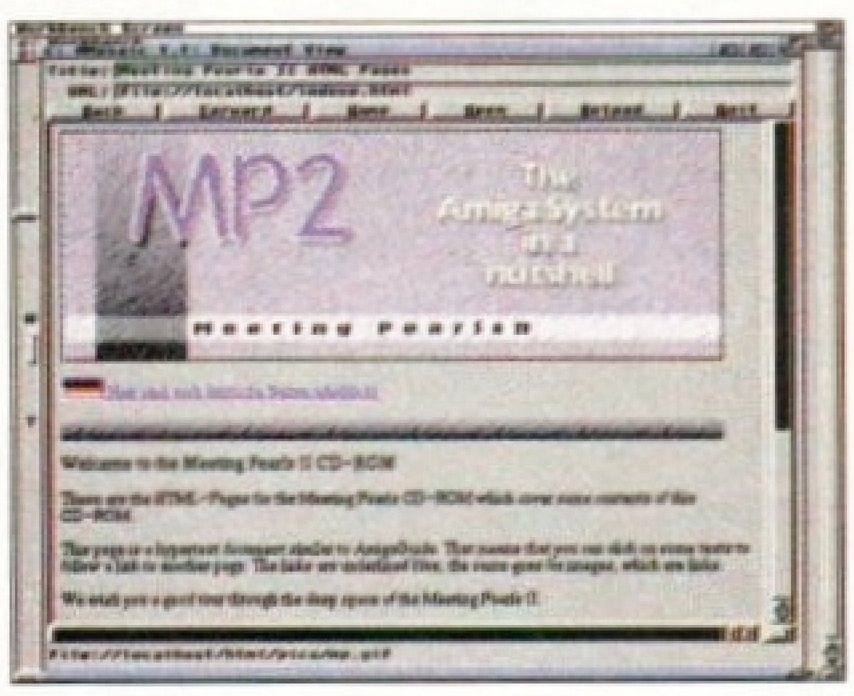


Here's a selection of icons that are availble which can be used in *MUI* programs.

The files on the disc cover pretty much every area of Amiga computing, including disktools, graphics utilities, pictures, Comms software, demos and games. The movie database makes another showing on this CD too, but this time it's a whopping 36Mb in size. The disc also contains a demo version of *Real3D v2*.

Eric Schwartz fans will be kept happy because all of his animations have been included in the animations directory – in fact, almost all of the animations in the directory are from Eric, which makes a change from 3D rendered spaceships. There's also 17Mb of fractal imagery and a substantial number of text, AmigaGuide and HTML-formatted documents covering everything from Amiga FAQs to humorous conversations.

Meeting Pearls 2 is the connoisseur's choice of PD CD-ROM. A lot of hard work has been put into the interface and its contents are well-balanced.



This the main menu for the front-end of *Meeting Pearls Vol II* which uses *Mosaic*.

"The quite splendid front-end makes this collection a real joy to use"

90%

The **essential** magazine for Amiga enthusiasts

AMIGA SHOPPER

Commodore sold at last!

After a year of uncertainty for the Amiga, Commodore International has finally been bought by Escom.

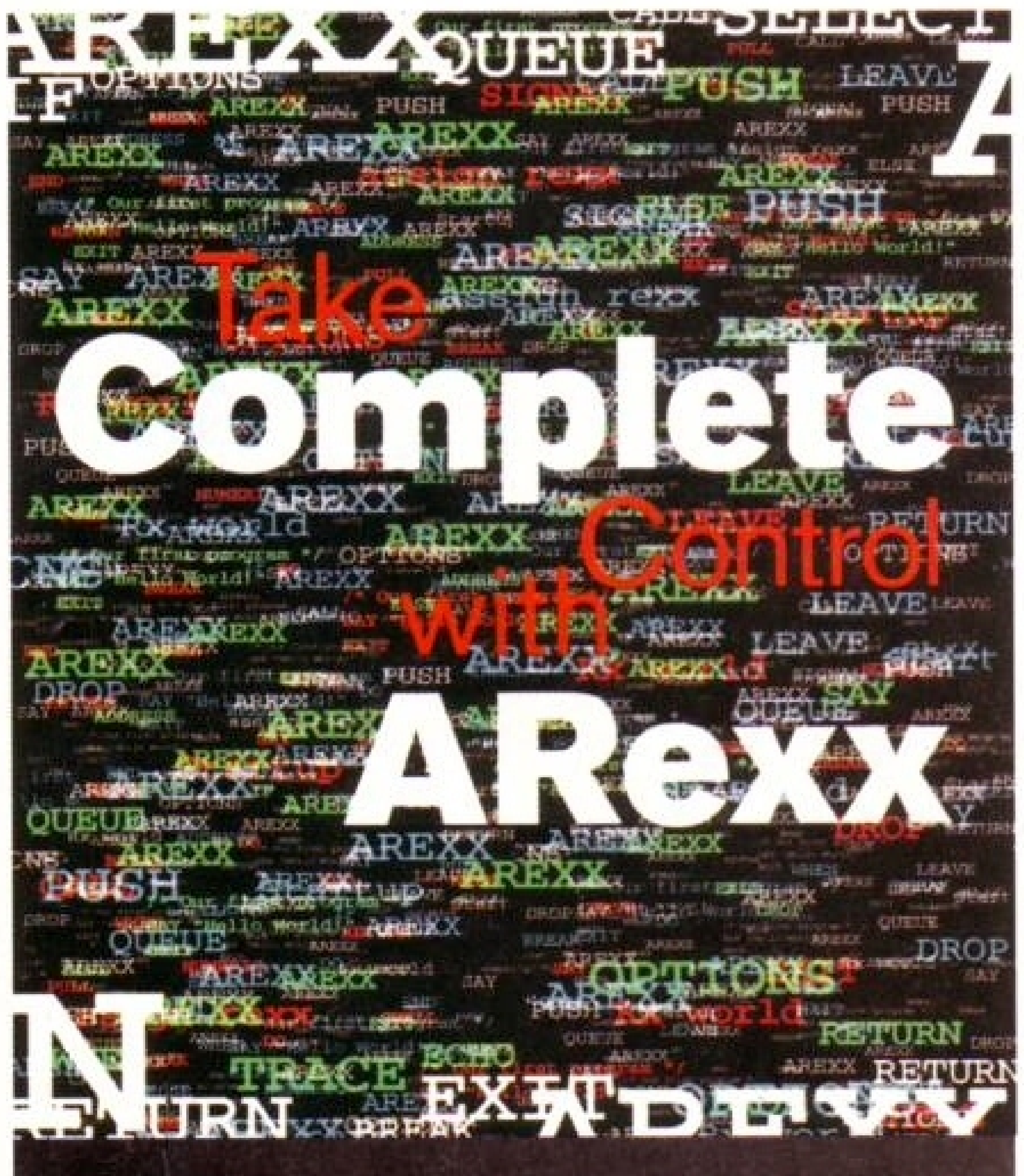
Check out the news pages in this issue for a special report of the sale of Commodore International to German PC manufacturer, Escom.

Perfect **Print**

We look at 13 new printers in our Supertest.

Choosing a printer is not just a question of the right price for your pocket, because you also need to know which one will provide the right quality of printing for your particular needs. So we asked our word processing and DTP expert, Larry Hickmott to put a whole load of new printers through rigorous tests to help you decide which printer is the best value for you. You'll find the results in Amiga Shopper July 1995!





It comes with every Amiga with Kickstart 2.04 or above, but ARexx is still the Amiga's best kept secret. So we asked Toby Simpson to tell us exactly what this resource-tracking, interpreted scripting language could do. ARexx has the potential to transform the way you work on your Amiga. We bring you the complete report

Interview



Three devoted Amiga fans started their own graphics business in November 1994. We sent Anna Grenstam along to ask them what The Room Upstairs was up to now.



Disks

On Coverdisk 1 this month we have a special time-limited version of Digita's brand new Organiser. This Filofax-style program is essential if you want to keep track of important appointments, birthdays and telephone numbers.

And on ShopperChoice there's an exclusive demo of the brilliant Twist 2 database, plus the Assembler, C and Photogenics tutorial files.

July issue **51** On sale **Tuesday, 30th May**

Nick Veitch goes *FORTH* and attempts to multiply with this new development of an old programming language.

HeliOS 6

Most people learn to program, or at least they used to, in some variant of *BASIC*. Unfortunately, *BASIC* isn't the ideal way to learn what is now considered to be 'proper' structured programming. You can write clean, structured applications in modern *BASICs* such as *Blitz*, but you can also be very lazy.

Languages which help you think in a more logical way help you progress from writing software to actually writing good software. *FORTH* is a language which tends to get overlooked in this respect – unjustly so, as veterans of the Jupiter Ace will no doubt recall, in a misty-eyed kind of way.

HeliOS 6 is in fact *FORTH*, updated for mid 90s Amiga people. *FORTH* is a language in which programs are written by stringing together a series of commands – nothing new in that, but in *FORTH* you can make up your own commands. This makes for very structured programming, which would please my old maths teacher, Ralph Sutter.

In particularly difficult algebra questions, he would say: "Veitch, what is the answer?" and I would say: "Obviously, the answer is x." and then he'd say "McClean, what is x?" and so I'd cunningly avoid having to do any work at all, and poor McClean had a very bad time of it. This is very like *FORTH*. To write a program to print your name in the middle of the screen, you could create the program in one line:

```
PRINTNAME
```

Now all you have to do is define what the command PRINTNAME does:

```
: PRINTNAME
MoveCursor
PrintNick
;
```

This is an exaggeration, but you can see the structured approach. The commands are stored in the *HeliOS* vocabulary, so you don't really need to create libraries and so on, because you can simply load in commands that you have defined earlier to perform common tasks.

HeliOS has the advantages of an interpreted language, because you can run a program from within the environment or compile it to a standalone file. On the downside, the information is provided on-line. To find out what a command does, you have to type it in and invoke the on-line help (or print out the help file). Some of the help is not that helpful, but the tutorials provided on disk are good.

The development interface can have three different environments open at once. There is also an output environment which either lists errors found while trying to compile or run your efforts, or displays any output from the program itself.

The editor is solid enough, and has some very advanced features, such as macros, symbols and split windows – a bit like a mini version of that old favourite, *CygnusED*. Some aspects are exasperating – like having to double-click and drag to mark a block of text – what's wrong with a single click? But you could always write your code in a text editor and import it.

The code produced by *HeliOS* is really quite fast and it is safe to say that *HeliOS* is capable of outperforming *AMOS*.

Overall, this is an excellent development system, but with some drawbacks. It is essentially *FORTH* tailored to the Amiga. It is fast and powerful, but a little pricey considering for £15 less you could get *Blitz Basic 2* with loads of examples and a thick manual.

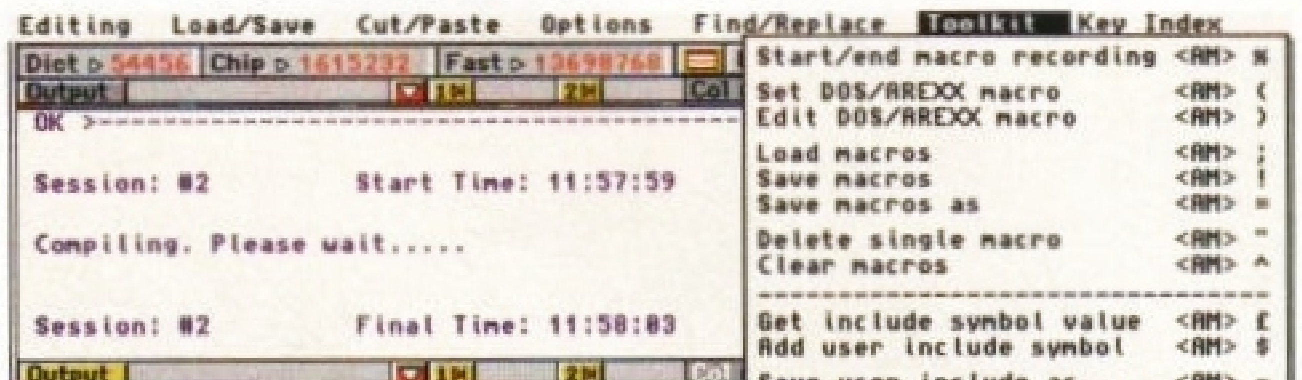


REPROGRAMMING THE CLASSICS

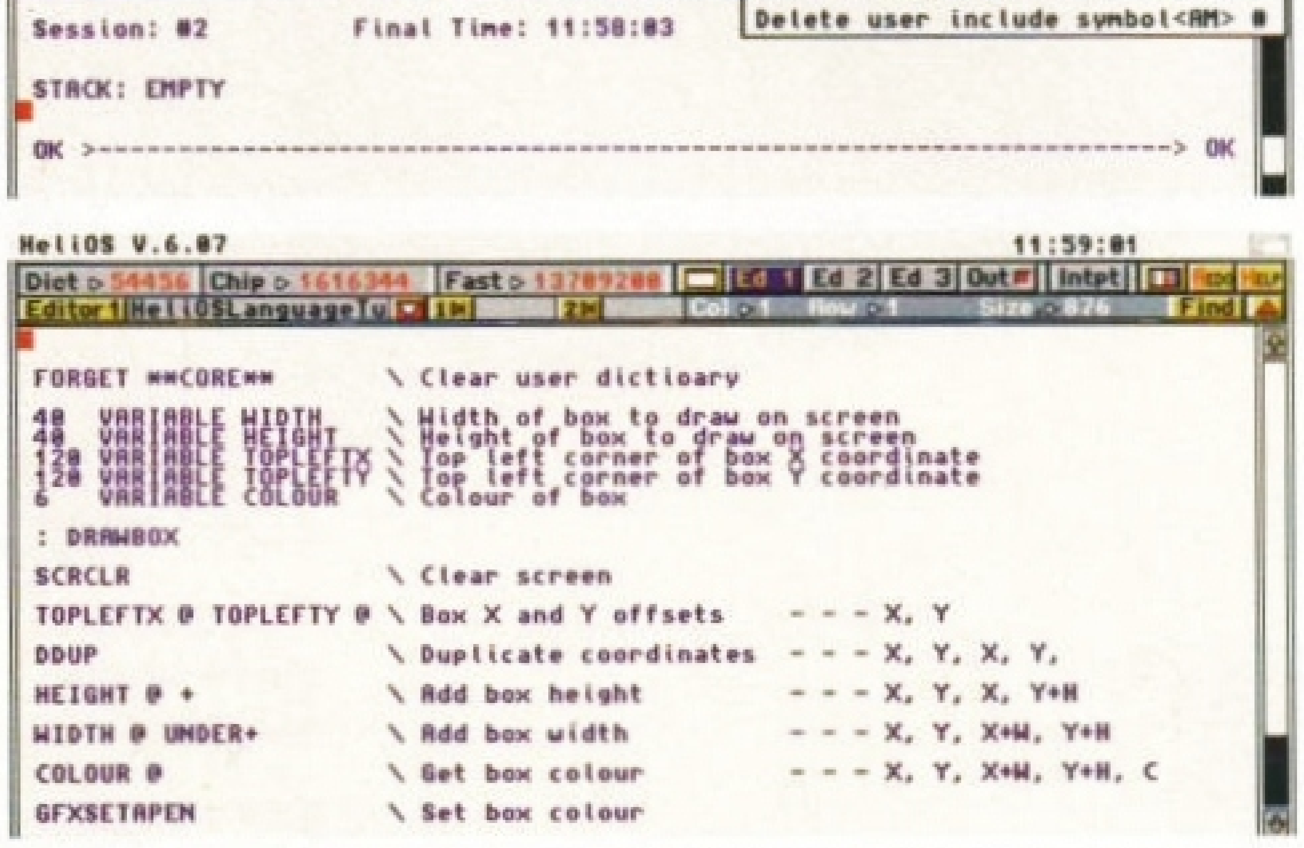
Helios are supplementing their tutorials with a range of arcade classics, the first of which is *Defender*. As well as, hopefully, being great games in their own right, you will be able to reprogram them yourself. Two versions exist. For £15 you get a version with the major parameters in a text file, so you can rebuild the game to be faster, have more evil aliens and so on. For £25 you get the full source code, so you can re-write the entire game if you like.

This is actually a very good idea, although £25 may be a bit steep for the full source code.

Eat laser death, alien scum. Err, no, err, sorry. Look, this is a programming language so it's all very educational and mathematical really.



HeliOS 6 has more features than Mount Rushmore, but the program editor has a few quirks.



A typical listing. The syntax may seem strange at first, but it's all very straightforward when you get used to it.

HELIOS 6

DISTRIBUTOR
Helios 01623 554828

PRICE
£65

SYSTEM REQUIREMENTS
WB1.2 or better, 1Mb RAM

SPEED ●●●●●
Compiled programs run at a quite tremendous speed.

MANUAL ●●
Most documentation is on disk, which is not ideal for beginners.

ACCESSIBILITY ●●●
Confusing to start with, but the tutorials are good.

FEATURES ●●●●●
The editor environment is very fast, but a little quirky.

VALUE ●●●
More expensive than *Blitz Basic*, but not a high price to pay for a development system.

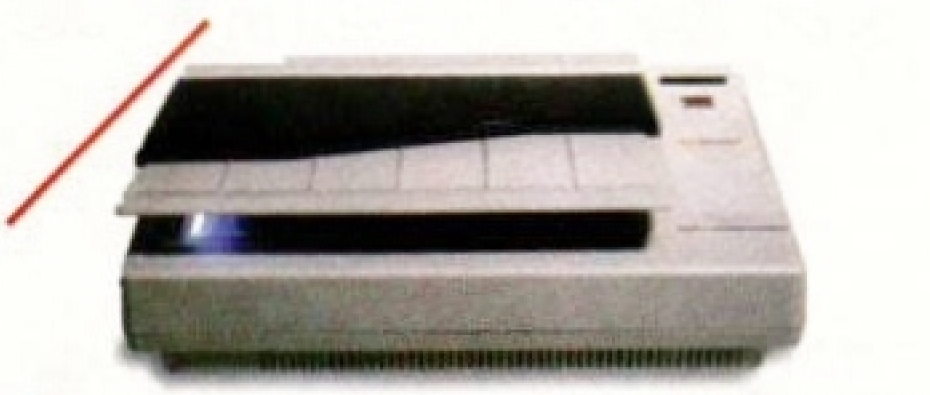
"HeliOS 6 is fast, well featured and relatively easy to learn."

78%


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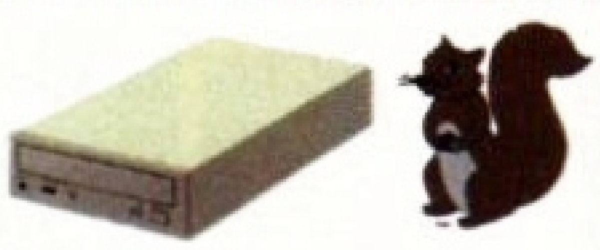
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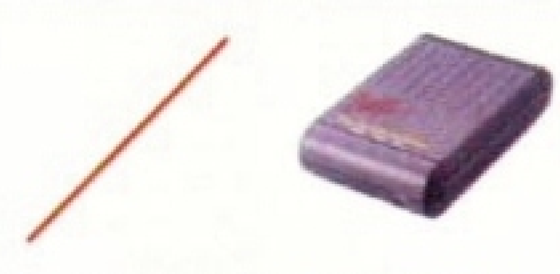
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Workbench

Graeme Sandiford answers another selection of technical queries from the bulging Workbench postbag, casting light where before there was darkness. Send your letters to: Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

HARD DRIVE DECISIONS



The Squirrel enables you to connect any SCSI device to your Amiga via the PCMCIA port.

I'm thinking of buying a hard drive for my A1200. I have seen different hard drives advertised, but do not know whether to get an external or internal drive or an external drive that plugs into the PCMCIA slot? I have also seen in your magazine, an advert for software that would enable me to run PC software on my A1200. Does this mean that I could play PC games as well?

I also own a CD^{32}, please could you tell me what you think I should do with it – should I sell it and buy a 3DO? Use it for a plant pot? Or, ho, ho, should I keep it and wait for some good software?

Darren Sterio, Neath, West Glamorgan

In answer to your first question, there is little point in adding a hard drive to to your PCMCIA slot when you can add one internally. One of the main reasons is that it's a lot tidier. This option provides you with greater expansion possiblities, especially now the Squirrel is available because it enables you to connect any SCSI device via the PCMCIA port.

I suspect the software you are referring to is *PCTask*, now in version 3. If you want to get the full low-down on the product turn to the review in this issue. However, I'll just point out one fact, *PCTask* is a 286 emulator and the majority of the new games, most certainly the best ones, have a minimum requirement of a 386-based PC. Because it's a software emulator you can also expect most programs to run slowly and because some programmers are notorious for using non-standard code in their games there is a high possibility of incompatibility.

As for the CD^{32} v 3DO dilemma, I reckon the CD^{32} would make a much better plant pot than the 3DO. The pull-out tray on the 3DO is going to be of very little use for holding plants of any size.

WHAT'S A CC0:?

I own an A1200 with 127Mb hard drive and a Zappo CD-ROM and the CCO: will not lock (so *Ami-Back* says) when I try to back up my hard drive. I would like to know exactly what a CCO: is and does, because I can't find any mention of it in

Continued overleaf ➡

IF YOU HAVE A QUERY...



Graeme Sandiford

At *Amiga Format* we aim to answer as many questions as possible. Unlike some magazines we don't just concentrate on our areas of expertise, we take on all your problems (as long as there is an Amiga involved). Here are a few tips on sending your questions:

- **Be concise.**
- **Detail the actual problem as best as you can.**
- **Describe the events that caused the problem.**
- **Give full details your equipment.**
- **Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.**

Bear these points in mind and fill in, photocopy or copy the form below as best you can.

Send your letters to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW

Your Amiga:

○ A500 ○ A500 Plus ○ A600
○ A1000 ○ A1200 ○ A1500
○ A2000 ○ A3000 ○ A4000

Kickstart version:

○ 1.2 ○ 1.3 ○ 2.x ○ 3.x

Workbench revision:

○ 1.2 ○ 1.3 ○ 1.3.2
○ 2.04/2.05 ○ 2.1 ○ 3.0

Total memory fitted ____________

Chip memory available ____________

Extra drive #1 (3.5in/5.25in) as DF: manufacturer: ____________

Extra drive #2 (3.5in/5.25in) as DF: manufacturer: ____________

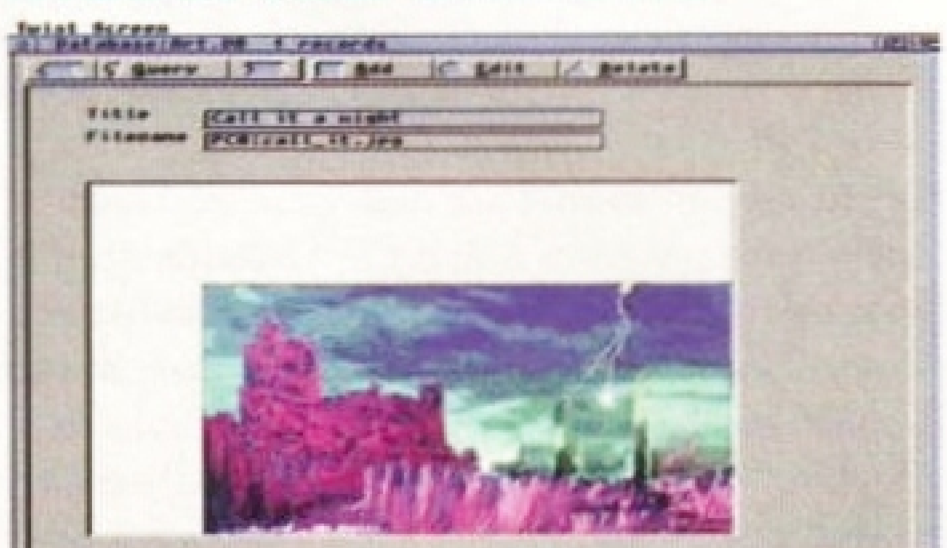
Hard disk: ________ **Mb as DH** ________

Manufacturer: ____________

Extra RAM fitted-type, size in Mb and manufacturer ____________

Details of other hardware: ____________

MESSAGE ERRORS



Twist 2 is an incredibly powerful, yet easy-to-use, database program – it's Danish too.

I've discovered a few problems concerning my A1200 lately, so I'm writing to you for some advice. I've got the following equipment: GVP 1230-2 accelerator board with 4Mb RAM and FPU 68882, 420Mb Conner internal hard disk.

The problems:

1) When I'm booting from my hard disk, I get the same error message every time: Unable To Open Your Tool Sys:System/Setmap. The hard disk seems to work fine, so it's just annoying.

I've tried to run the hard disk through my *Quarterback Tools*, and I've checked files for the Setmap-File, without luck. I've also checked my Startup-Sequence and User-Startup. Hope you have some advice.

2) I'm about to invest in a database. Your magazine seems to be short of database tests, don't you agree? Or even better, a comparing test of all or most of the existing databases.

Thanks for a splendid and informative magazine.

Peter Thanning Jacobsen, Copenhagen, Denmark

1. I suspect you already know this, but the Setmap command has been done away with in Workbench 3 and is no longer required. I'm afraid I can't tell what is requesting this file on your hard disk, but look out for the older programs first. You might want to try moving programs out of your Wbstartup drawer and then try placing semi-colons at the start of lines in your startup-sequence that contain commands to execute a certain program at bootup.

2. We reviewed *Final Data* (70%) and *Datastore* (88%) in issue 69 and *Twist 2* (91%) in *AF72*. If you want a fairly basic database program you'd be well-advised to go for *Datastore*. If you want a bit more power or are feeling patriotic then go for *Twist* (*Twist*'s programmer is Danish too).

MOST EXCELLENT

Thanks for the *Death Mask* and *Alien Breed 3D* demos on the *AF71* Coverdisk. I haven't the words to convey their excellence – no, hold on, excellent. Yes I have, they were excellent. Anyway, I've got two questions for you:
1) I intend to buy *Alien Breed 3D* when it appears. However, I have both an A1200 – with one of those Blizzard thingies which adds 4Mb of RAM and has its clock doubled, you know what I mean? Yes you do – and a CD^{32} – with its special chip and stuff. Which will the game be better on?
2) Nice piece on serial links, but – you can see this one coming, can't you? – what about linking CD^{32}s with other Amigas? I have the *Network* CD and cable (which goes into the Aux socket on the CD^{32}). Any chance of linking via this? If so, how?

R Millington,
All Saints, Wolverhampton

1. Now, this is an interesting question. Although I wouldn't consider myself a games expert, I'd be glad to give you my humble opinion. By 'special chip and stuff' I take it you mean the CD^{32}'s AKIKO chip. This chip is great for moving large sprites about extremely quickly – which makes it ideal for those games with large sprites, such as platform games and shoot-em-ups with those big end-of-level baddies.

However, games like *Alien Breed 3D* and many other 3D games are extremely processor-intensive because it takes an awful lot of raw computational power to work out all of the distances, the collisions and so on in real-time.

Unfortunately, the CD^{32} is somewhat hampered in this department by the lack of Fast memory. Your A1200 with its 'Blizzard thingie' gives you some Fast memory and probably has an accelerator of some description. The addition of Fast memory alone gives the machine a speed boost but with an FPU as well the game will probably run a lot faster on your A1200.
2. You certainly can link your CD^{32} to another Amiga. You've already got the *Network* CD and the cable, so all you have to do is plug in the cable and then install either *Sernet* or *Twin Express* (just follow the instructions on the disc).



If you just can't kill those aliens fast enough, maybe you should try buying an accelerator.



Don't worry if your CC0: won't lock. It doesn't affect how the Zappo CD-ROM drive works.

any of the manuals supplied with the Amiga. Your advice would be of great help because the warranty runs out soon.

ST Morson,
Markfield, Leicestershire

CC0: is an *AmigaDOS* device – just like DF0:, RAD:, HD1: and RAM:. This device is for the PCMCIA or credit card slot on your A1200. It can be used to format PCMCIA cards as disks, which can be quite handy if you have some large files you want to transfer to another A1200 or A600. Just click on Cancel to continue and select your drive.

PACKING TROUBLES

Every time I try to decompress any of the files on the Subscribers' Superdisks, I get the message Can't Open Your Tool:c/iconx. I have tried using the fix supplied in the March 94 issue of *Backstage*. When I try this and then attempt an unpack, the Amiga asks for the Workbench disk. When this is inserted, the drive engages and then the message Can't Open Your Tool:c/iconx reappears. Where and what is the c/iconx file? I have an A500 Plus with Workbench 2.04.

Hugh Mackie,
Stenhousemuir, Larbert

Oh dear, I'm afraid we forgot to put iconx on the disk, but you'll be glad to hear that it's been included on this month's Subscribers' Superdisk. In answer to your second question, put simply iconx is Workbench's script-handling tool which enables you to create scripts that perform *AmigaDOS* commands. The icon you click on to unpack the file has a default tool of :c/iconx.

START ME UP

1) How can I make an executable script, like a batch file (I think) on the PC? Startup-sequences aren't executable from Workbench, but I want to make a script like a startup-sequence so it could do several things one after another without having to type in each one in turn from the Shell.
2) I have the screen saver *Garshneblanker*. When I put it in the startup-sequence, the window comes up every time I boot up. I then have to click on Hide. Is there any way I can make it hide automatically (there is no documentation on the disk). Presumably, if there is a way of making the window hide automatically, it would work for any window, wouldn't it?
3) What is the best Public Domain screen blanker or saver (I have an A1200 with an 030 accelerator?
4) What is the best Public Domain *Directory Opus* clone in terms of ease of use and power?

Nick Donnelly,
Ely, Cambs

1. It's funny you should ask about writing scripts, aside from being one of the coolest parts of the Amiga's Operating System, another reader has written in with a tip for installing the *Wordworth AFC* Coverdisk from *AF70* to hard disk and has covered this subject. Take a look at his letter (*Wordworth AFC HD?*, on the facing page) for detailed instructions.

However, I'll briefly explain the basics. Essentially, you must create a text file, type in the commands as you would in Shell and save it as an ASCII file. Next, select its icon from Workbench, select Information from the icons and enter its default tool as c:iconx. Oh yes, you'll have to type endcli on the final line to close the window after the script has finished.



***Filer* is as powerful as any other Public Domain file manager and is easy to use as well.**

2. I don't know what version of *Garshnerblanker* you're using, but I had a look at version 3.6. All you need to do is change one the program's tooltypes. To do this select *Garshnerblanker*'s icon (it is probably in your Wbstartup drawer), get the information on it, select the tooltype CX_POPUP=YES and change it to CX_POPUP=NO.
3. Deciding which is the best screenblaker to go for boils down to the modules that come with it. For my money, I'd go for *Superdark* – among its modules it has an animation player which can play iff animations.
4. There really isn't very much to choose between the various Public Domain file managers, but *Filer* is pretty good.

SAVED BY THE DISK

If I add a 2.5-inch hard drive to a CD^{32} and SX-1 is there any way to save games to this hard drive, or even to a floppy? The limitations on size of the saving memory really bugs the crap out of me because games like *UFO* and *Liberation* use up nearly all of the memory.

Andrew Ross,
Strathclyde, Scotland

It's funny you should ask that, because I have included a program called *CD^{32}disksaver* on this month's Subscribers' Superdisk. Unfortunately, it doesn't enable you to save to a hard disk, but you should be able to save your game positions to floppy quite happily. If you are not a subscriber, you can get a copy from a good PD library. Try OnLine PD. Call them on 01704 834335.

ROM FOR IMPROVEMENT

I have an A1200 and a 4Mb RAM upgrade. I also have an 80Mb hard drive. I recently purchased a Power CD-ROM, which was advertised in your magazine, in order to have the world of CDs at my feet. I went out and got a CD^{32} magazine complete with cover CDs. I returned home, switched everything on and loaded a cover CD. And waited. And waited

The CD-ROM did not boot up and will only do so about one in 10 times. Surely this is not good enough considering the amount of money I had to pay for the drive?



There are slight incompatibility problems with Power's CD-ROM drive and the Blizzard 1220 and Hawk units.

I have also tried *Summer Olympics*, *Microcosm*, *Trolls* and *The Chaos Engine* to name but a few, with the same results. Is it because the hard drive is kicking in too soon or what?

J Adams,
Co. Londonderry, N Ireland

It's a shame you haven't given more information about your set-up. I got in contact with the technical bods at Power Computing (01234 843388) and apparently there have been some incompatibilty problems with the Blizzard 1220 and Hawk expansion units.

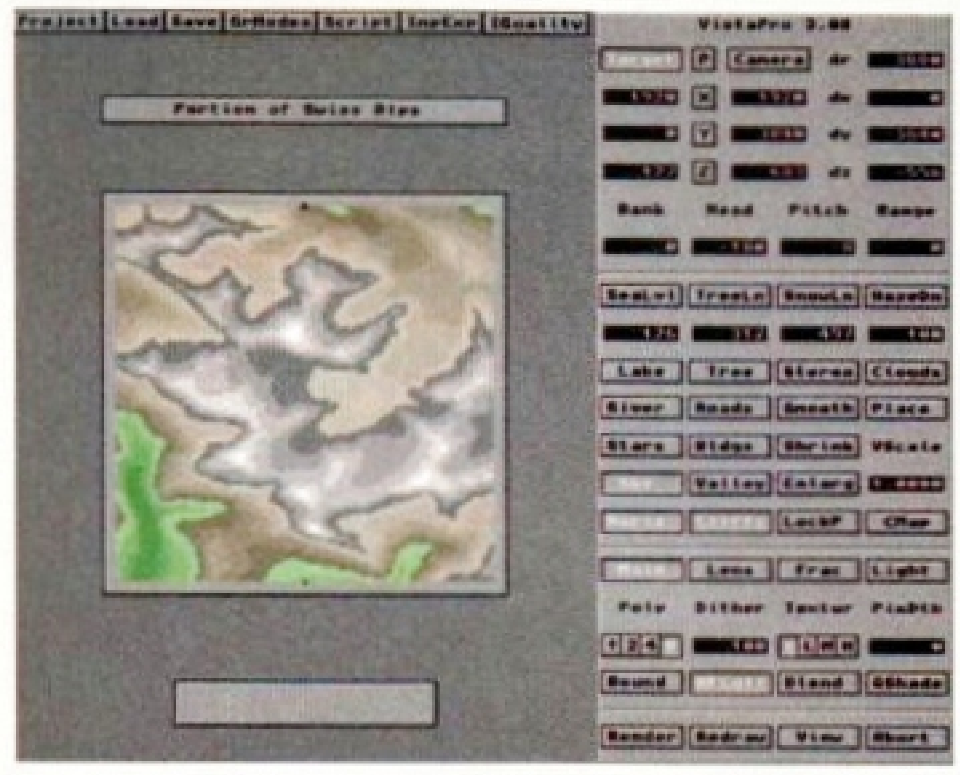
MORE VISTA WOES

I have an A1200 with an 85Mb hard drive and a 4Mb RAM expansion. I have two *Vista* orientated questions which I hope you can help me with.
1) None of the animation *Vista Pro 3* produces, be it IFF or *Vista*'s custom mode VANIM, looks any good because the palette is different for each frame. Hence, I get an animation with flashing colours which looks terrible.

Have you got any suggestions for how I can resolve this problem or do you know of any software that I can buy that will display the multi-paletted animation?
2) I have a 4Mb Power 1204 memory expansion, with a 20MHz 68881 floating point unit (FPU). I want to speed up *Vista* by purchasing a faster 40 or 50MHz 68882 FPU. Can I replace my current FPU with any make (such as a Viper FPU) or should I buy a certain type?

William Cook,
Norwich, Norfolk

1. I hate to say this, but you could have saved yourself some grief by reading your manual more carefully because *Vista Pro 3* has a palette-locking feature. I suppose this isn't much comfort now because you've already rendered your animation. However, nowadays there are tons of programs that can display palette-switching animations or can lock them for you.



Vista Pro 3 has a palette-locking feature. Finding it is just a matter of reading your manual carefully.

For example, *Viewtek*, *Personal Paint* and *Deluxe Paint V* can display such animations and *ClariSSA*, *Rend24* and *AnimWorkshop 2* can perform the palette-locking functions.
2. You can certainly buy a faster FPU, in fact Power Computing (it's better to get the FPU from the suppliers of the board) have FPUs for the PC1204 that go up to 50MHz. However, to get a real boost in speed you might consider buying a Viper board because it comes with an 030 processor which speeds it up much more than just adding an FPU.

ANIMATED DISCUSSION

I had a small problem when I was trying to follow one of your tutorials on the *Imagine 2.0* Coverdisk. It's the one from *AF57* in which you animate (morph) a Tricera.

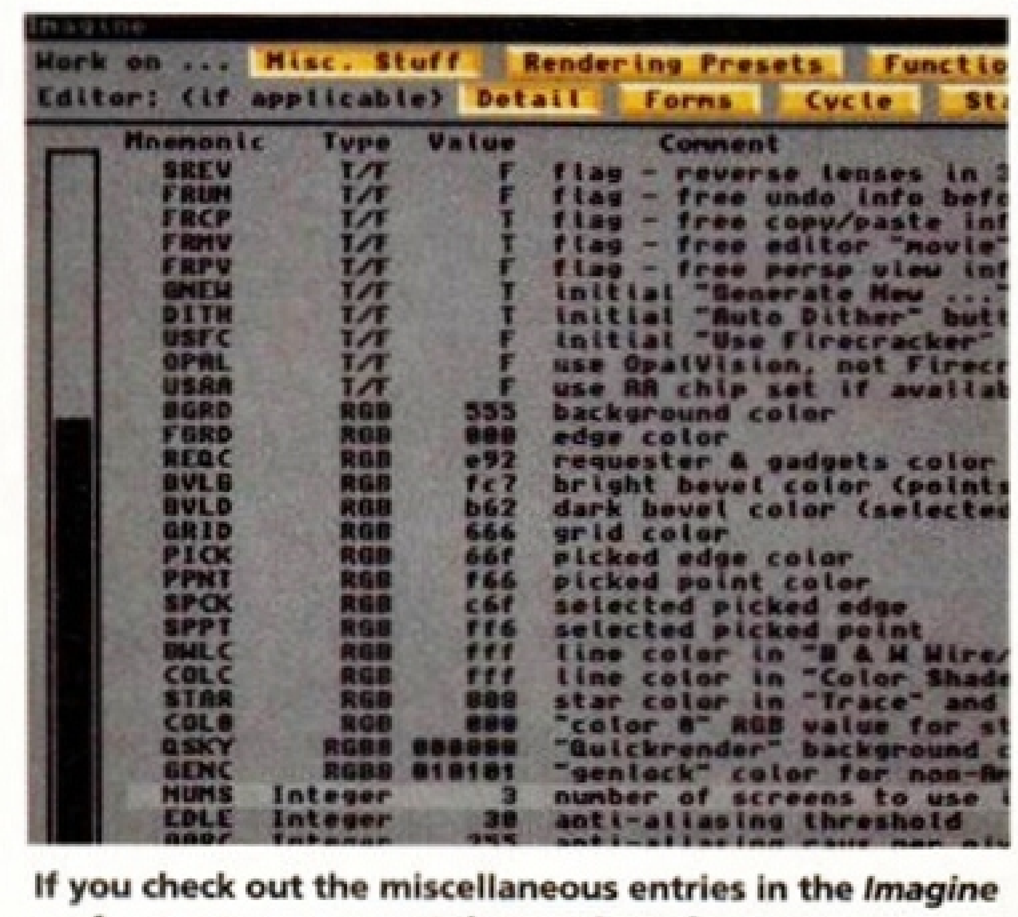
Everything went according to plan until I tried to play back the animation and got a requester saying that I cannot display two screens. I used scanline rendering, a laced display (640x512) and IBM 12-bit file format in the parameters for the Rendering Subproject box.

The manual I received when I bought *Imagine 3.0* tells me nothing, so I am left with the small hope you or anyone else can help – the animation took three hours to render.

David Courtney,
Sydenham, Belfast

Well David, I've been using *Imagine* for a few years and I've yet to come across this problem. I don't use *Imagine*'s Movie feature to create animations – I usually render the single files and combine and process them in *ADPro* or *Rend24*. However, I gave it a go on my machine and it worked fine. A little requester did pop up to tell me only three screens could be opened, although it worked nonetheless.

After checking the manual and finding no mention of this (surprise, surprise) I examined *Imagine*'s preferences. In the miscellaneous entries you are able to input a figure for 'the number of screens to use in Make Movie.' I suspect that you may need to change this figure to three or greater. However, there is another possibility – you may not have enough RAM. It's a shame you didn't send us more info about your machine.



If you check out the miscellaneous entries in the *Imagine* preferences, you can set the number of screens.

WORDWORTH AFC HD?

The *Wordworth AFC* Coverdisk from AF70 is great! However, when you said it wasn't hard disk installable, I had to disagree. So, for all the owners of hard disks out there, check this out!
1) Make a directory in your Work partition (or whatever you have) called Wordworth.
2) Copy the contents of the *Wordworth AFC* Coverdisk to the new directory on your hard disk.
3) Use a text editor to create the following files:

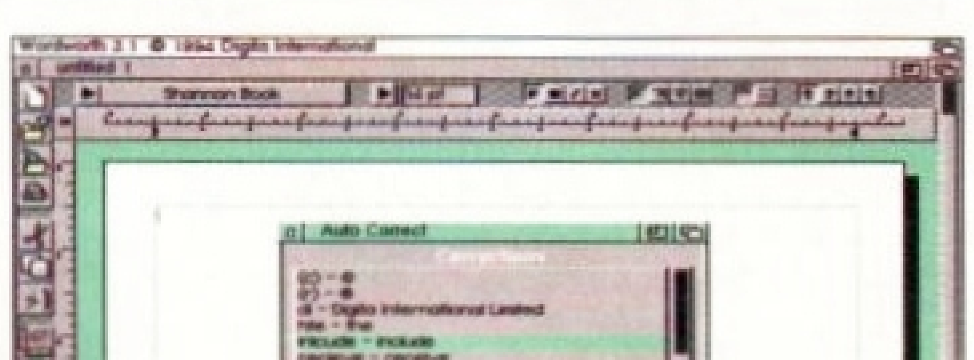
1. Wordworth-Run-Me

```
Workbench:c/movesys Work:Wordworth
copy SYS:WwFonts/#? RAM:WwFonts ALL
cd SYS:
run SYS: Wordworth
```

2. Wordworth-Finished

```
Workbench:c/movesys Workbench:
delete RAM:Wwfonts ALL
```

4. Use IconEdit to create icons for these two files. Make them look good by using the icon for the *Wordworth* program itself. Be sure to save the icons with the .info tagged on the end, and save them as project icons (use the Type menu).
5. Go to your Wordworth drawer, and select each new icon. Choose Information... from the Icon menu, and change the default tool to iconx.



Believe it or not, you can install your *AF70 Coverdisk Wordworth AFC* to your hard disk.

6. That's all! When you want to run *Wordworth AFC*, double click on Wordworth-Run-Me. It may also help to set the tool types for the *Wordworth* main program to:
DOCS=SYS:Documents
and create a Documents drawer in your Wordworth directory. When you have finished using *Wordworth AFC* and quit the program and double-click on Wordworth-Finished to return your system to normal.

The main *Wordworth* program looks in SYS: for some things, and won't load if they aren't there. You could put the required bits in your SYS: (Workbench) partition, but I don't really have the space to spare, and it makes things messy. Alternatively, if you are sensible and subscribe to *AF*, you could use *FMS Disk* from the *AF58* Subscribers' Superdisk to create a small floppy disk-sized partition for *Wordworth AFC*.

Now a question. On the *AF52* Subscribers' Superdisk you gave away *DropBox*. Unfortunately, it doesn't work correctly. Dropping a new file type on it and choosing to create a new template makes it crash. It also doesn't save (or maybe load) its prefs file correctly, so I can't make it recognise things like .guide files without entering the configuration myself every time I boot up!

Daniel Leong,
Eccles, Manchester

Thanks for the tip Daniel, unfortunately it will only work for a few readers because your script calls on the command movesys which is not present in the standard Workbench but comes with *Quarterback Tools*. However, moving the files to your SYS: directory should work OK (it would be a good idea to add the copy fonts to RAM lines to your user-startup). So, we are going to send you an *AF* sweatshirt for your valiant efforts.

I'm afraid I have bad news on *Dropbox* – it crashes spectacularly on me as well.

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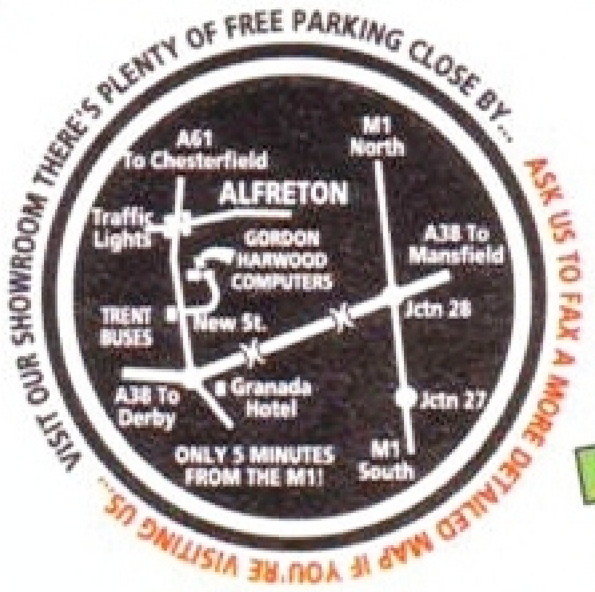
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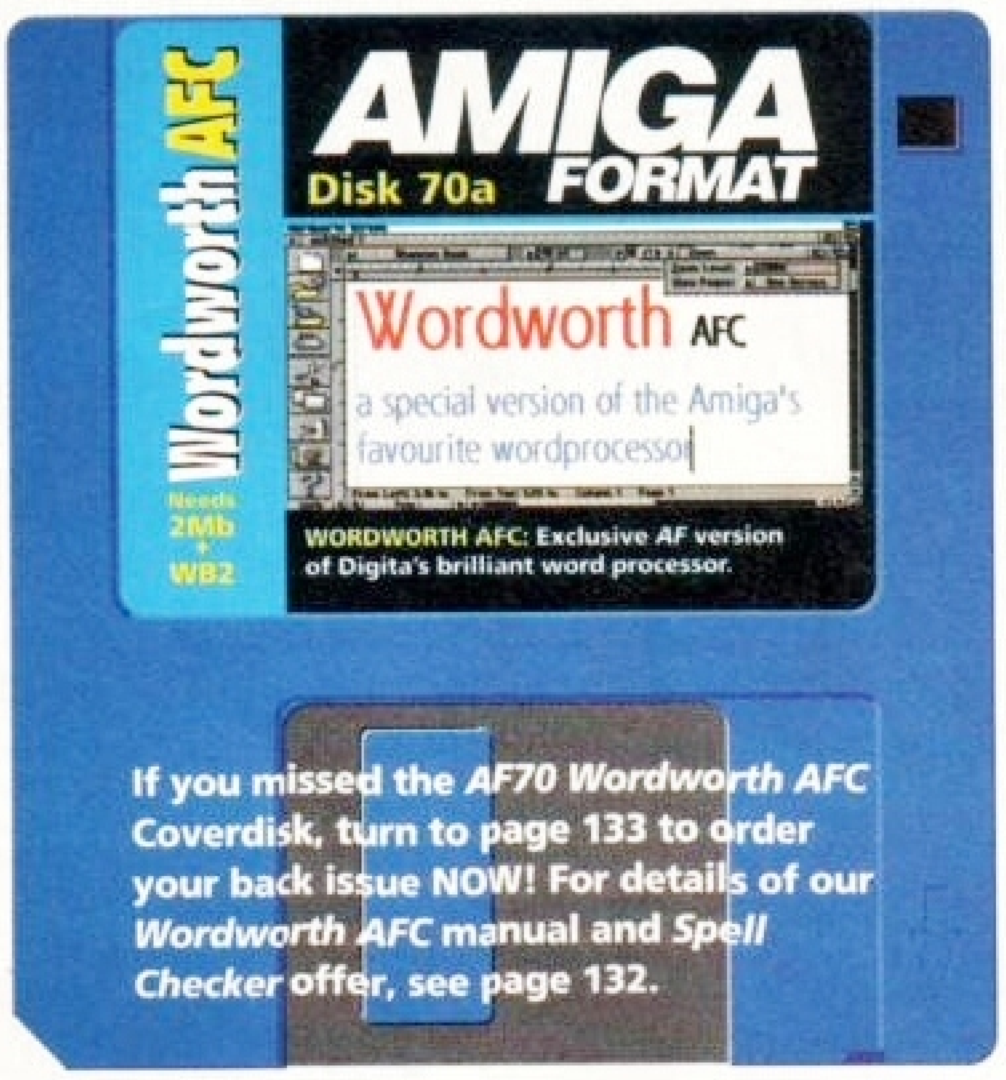
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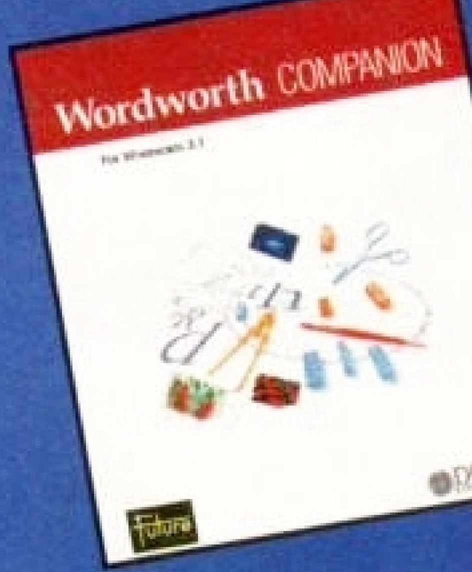
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Installing new fonts



If you missed the *AF70 Wordworth AFC* Coverdisk, turn to page 133 to order your back issue NOW! For details of our *Wordworth AFC* manual and *Spell Checker* offer, see page 132.

In the second part of his *Wordworth* tutorial, Larry Hickmott tackles an area many users have problems with – installing fonts and clip art.



THE WORDWORTH COMPANION

This tutorial is an extract from the book the *Wordworth Companion* which has been written to help *Wordworth* users design anything from letterheads to leaflets, from newsletters to invitations – and it uses easy-to-follow tutorials to show you how.

Written by Amiga DTP expert Larry Hickmott, and with the full support of Digita International, the *Wordworth Companion* features many illustrations that show you just what *Wordworth* can do – results that you'd normally only expect from dedicated DTP software.

The *Wordworth Companion* costs £14.99, and is available both in good bookshops and by mail order from Future Books. Turn to page 134 for details.

Before we start, I should point out that installing fonts and clip art can be done via Workbench although the easiest method is to use a file manager such as *Directory Opus, Sid* or *DirWork*. We'll look at both methods.

COPYING FILES – WORKBENCH

We'll assume that the fonts you'll be installing are Public Domain CompuGraphic fonts. These do not have icons attached but if you have Workbench 2.04 or above, you can choose Show-All Files (Window menu) on your Workbench to reveal all the files on the disk.

To copy the files to a new directory, simply click on one icon, hold down the Shift key and then click on all the other icons you want to copy. Follow this by continuing to hold down the Shift key and then drag the icons into the new directory.

This method can sometimes be difficult because the icons attached to each file take up so much space on Workbench, so my tip is to choose View By – Name (Window menu) and then copy them the same way.

COPYING FILES – FILE MANAGER

Many Amiga owners have a file manager in their utility collection and for me, this is the easiest way to copy files from the Public Domain disk to where they have to go. For details of how to use your file manager, see your program's manual. Generally speaking though, all that is required to copy the files in , is to first read into the file manager's list views, the source and destination files. Then select the file(s) you want to copy in one list view and press the Copy button so that the selected file(s) are copied to the directory in the destination list view.

INSTALLING INTELLIFONTS ON TO YOUR HARD DISK

STEP 1

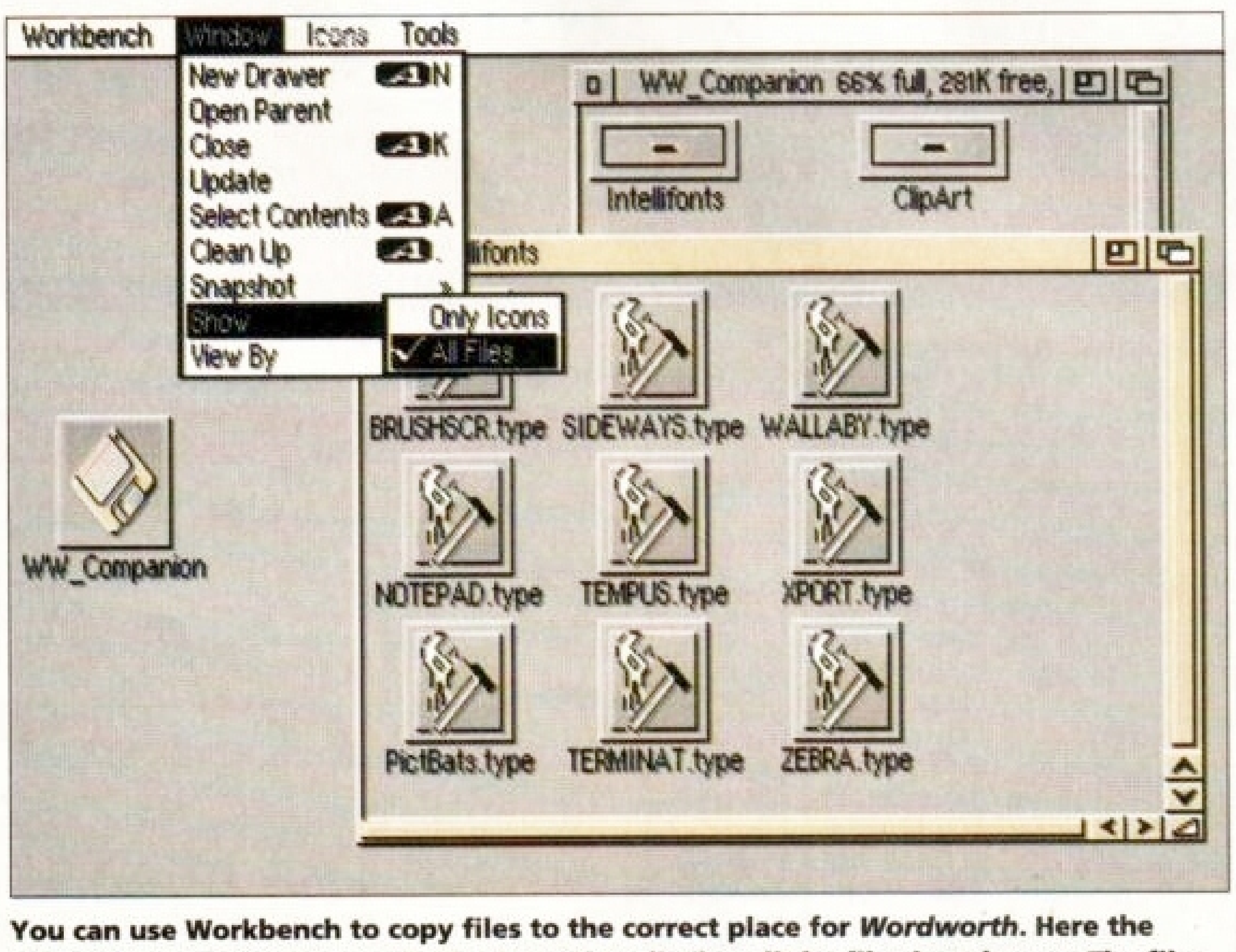
In your Wordworth drawer is a directory called WwFonts. Inside this is another directory called Intellifont. This the directory to which you need to copy your fonts.

STEP 2

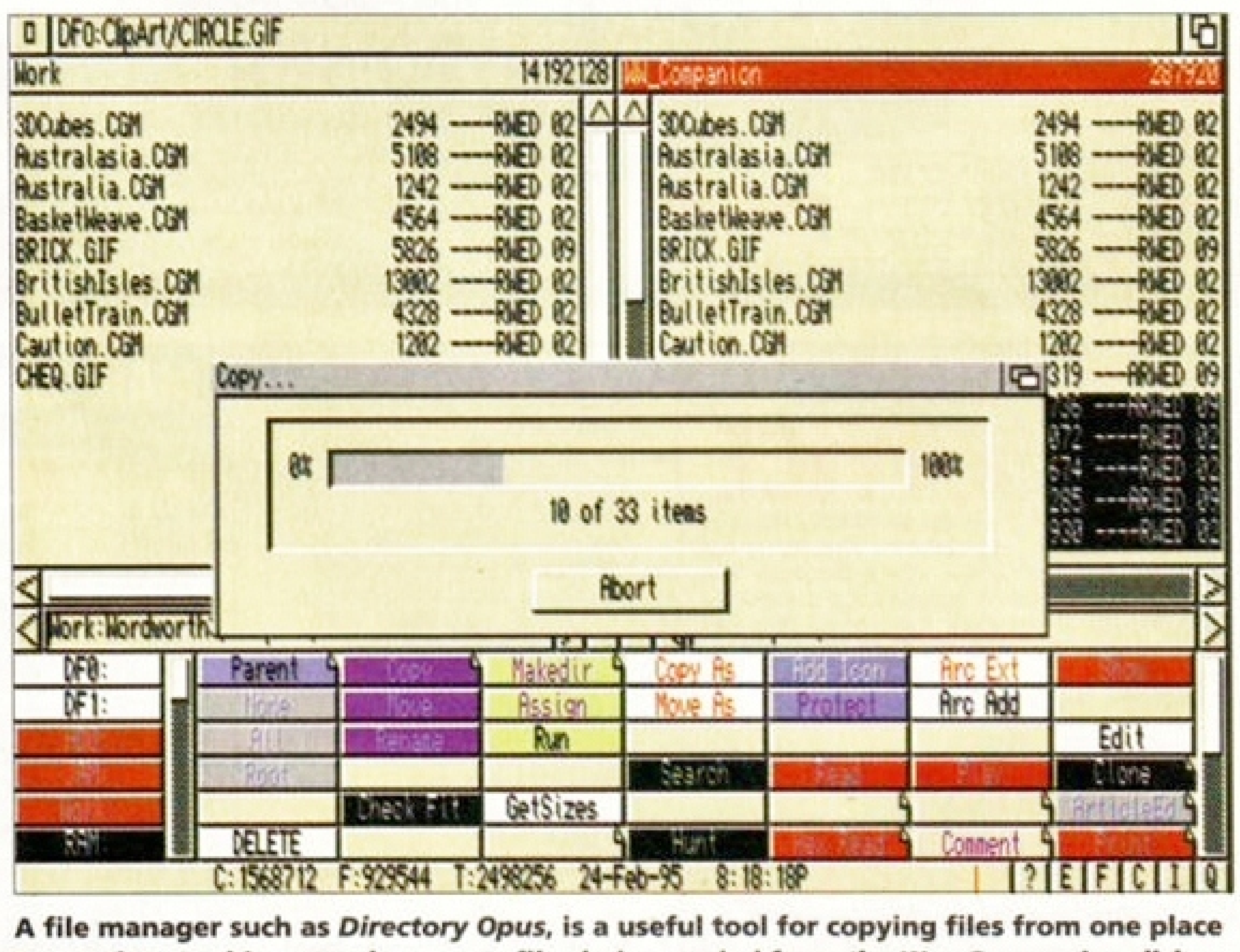
When you have copied all of the files to the Intellifont drawer, you then need to tell *Wordworth* about them. You can do this with a utility called InstallOutlines. Double-click InstallOutlines using the left mouse button. A window should appear telling you that the utility is installing the fonts to the Intellifont drawer.

STEP 3

Once InstallOutlines has finished, you are ready to run *Wordworth* and check out your new fonts.



You can use Workbench to copy files to the correct place for *Wordworth*. Here the Window menu item Show All Files is used to display all the files in a drawer. The files can be selected and copied to another drawer.



A file manager such as *Directory Opus*, is a useful tool for copying files from one place to another. In this example, we see files being copied from the Ww_Companion disk (right-hand list) to the ClipArt drawer in *Wordworth*'s directory (left-hand list).

with Wordworth

Part 2

INSTALLING INTELLIFONTS ON TO A FLOPPY DISK

STEP 1

Before you do anything, get hold of a blank disk and format it so that it's ready for the installation process (refer to your Workbench manual for more information about this). Name the newly-formatted disk WwFonts. Make sure that you remember that name.

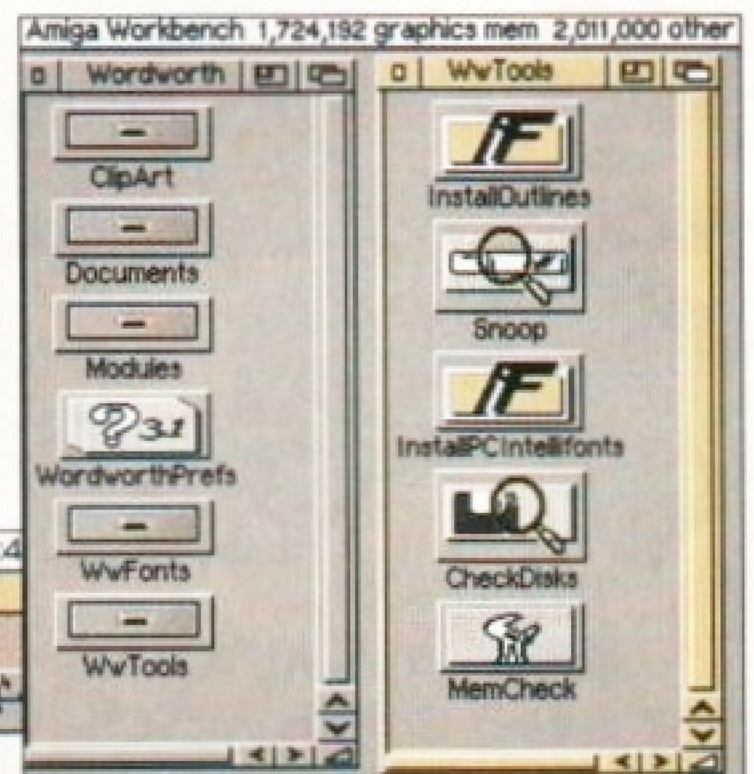
STEP 2

Copy the fonts to your new disk WwFonts.

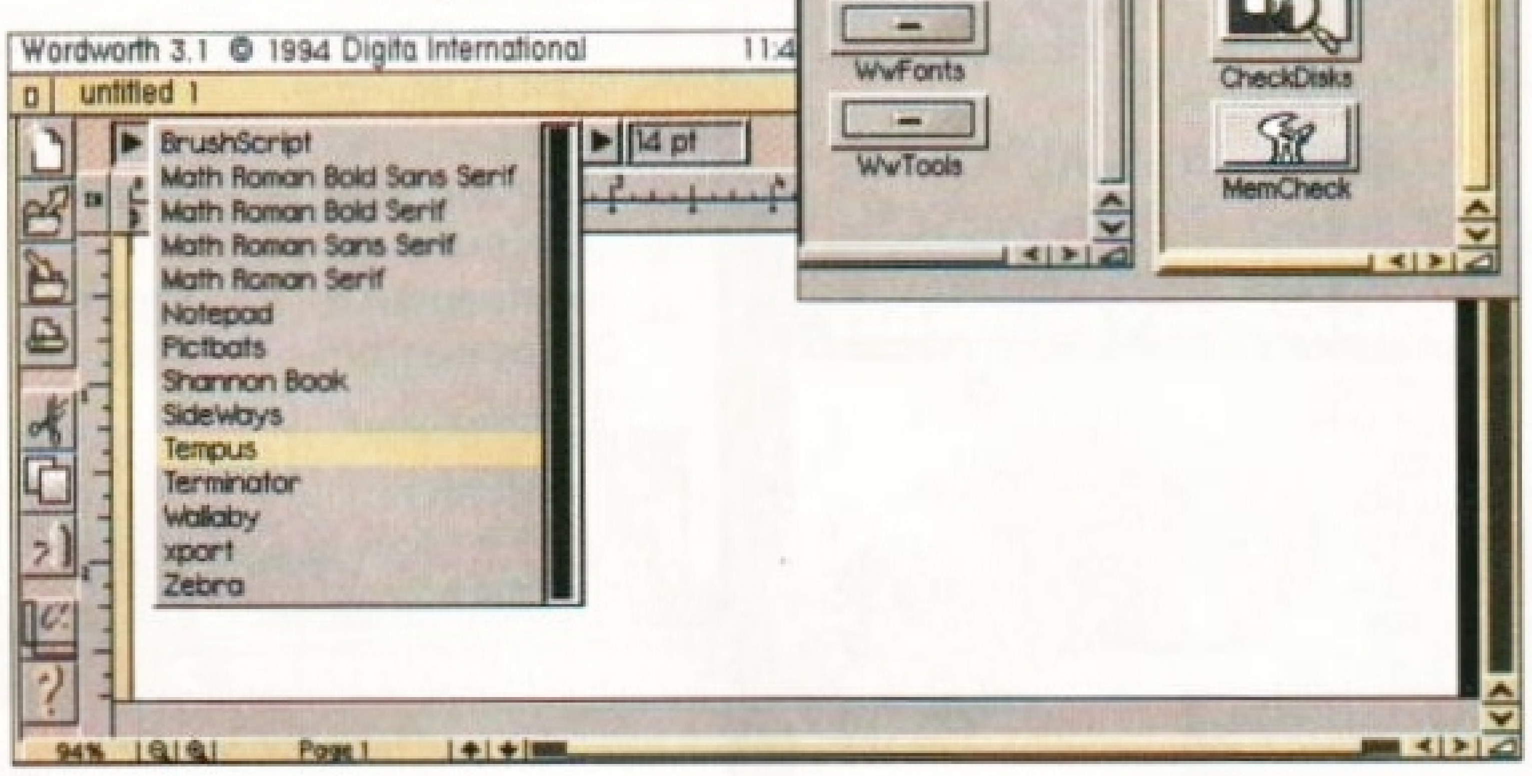
STEP 3

Reset your Amiga with the *Wordworth* disk. Quit *Wordworth*, if it is running, and go to Workbench. Place the Ww3Extras disk in any drive (*Wordworth 3.1SE* users should insert the Ww3System disk).

Double-click on WwTools and then single-click on the InstallOutlines icon. Choose Information (Icon menu, Right Amiga I is the short-cut). The first thing you see is a load of pretty intimidating tool types. Click on any of them enclosed in brackets. The brackets mean they are not active. The tool type you clicked on should now appear in Text Gadget on the right of the New and Del buttons.



InstallOutlines is a utility in the WwTools drawer. It is used to produce a number of files that tell *Wordworth* about the new fonts you have installed.



Click the I-beam at the beginning of the tool type and delete the opening bracket. Now move the I-beam along to the first character after the equals sign. Press the Delete key on your keyboard until all the text after the equals sign has been deleted. Directly after the equals sign, type *WwFonts:*. Do not forget the colon. Press Return and click Save.

STEP 4

Double-click InstallOutlines. You will be asked for the Ww3Outlines disk. If you have a second disk drive, place that disk in a second drive leaving Ww3Extras in its drive. Shortly after you place the Ww3Outlines disk in a drive, your Amiga should ask, via a system requester, for you to insert WwFonts – your new fonts disk.

Remove the Ww3Extras disk (or the Ww3System disk for *Wordworth 3.1SE* users) and place WwFonts in its place. InstallOutlines now goes through the disk, looks at your new fonts and writes a few necessary files to the Ww3Outlines disk.

This brings us to a very important point and one that many people seem to overlook – when you are installing your fonts remember not to fill the Ww3Outlines disk. Make sure there is always plenty of room for the necessary files to be written to it and place all the new fonts on a separate disk like we have done here.

STEP 5

All of your intellifont fonts should now be successfully installed. When you run *Wordworth*, you can see these fonts listed in the various font requesters and the pop-up lists.

INSTALLING CLIP ART ON TO YOUR HARD DISK

Wordworth automatically looks in the ClipArt drawer in the Wordworth directory for all pictures and illustrations, so copy any clip art you acquire to Wordworth's ClipArt drawer. Now, whenever you choose the Place Picture option from the Object menu, you should see your all of your clip art listed in the requester.

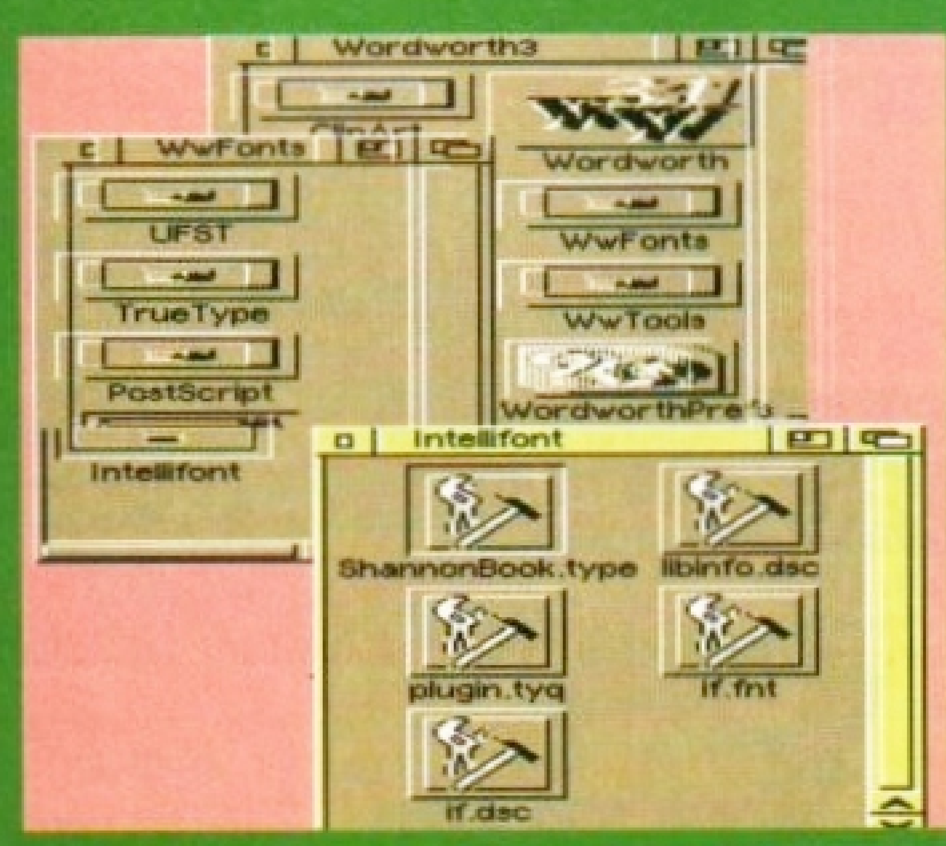
INSTALLING CLIP ART ON TO FLOPPY DISK

If you don't have a hard disk, you can still install clip art on to your *Wordworth 3* floppy disk. It's all very easy – on the Ww3Extras disk (Ww3System disk for *Wordworth 3.1SE* users) is a drawer called ClipArt. It is to here that you should copy clip art.

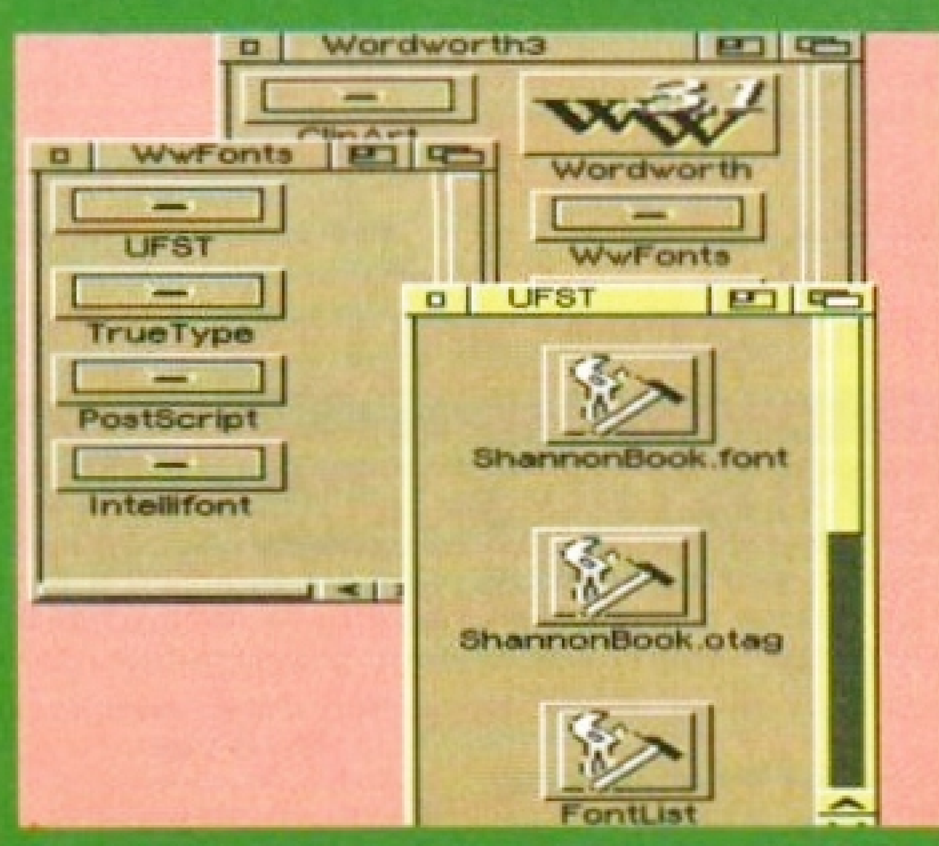
HOW TO DELETE A FONT WITH WORDWORTH 3.1

Now you know how to install fonts, but what about deleting fonts that you no longer want. A lot of people seem uncertain of how to do this, so just follow these three steps.

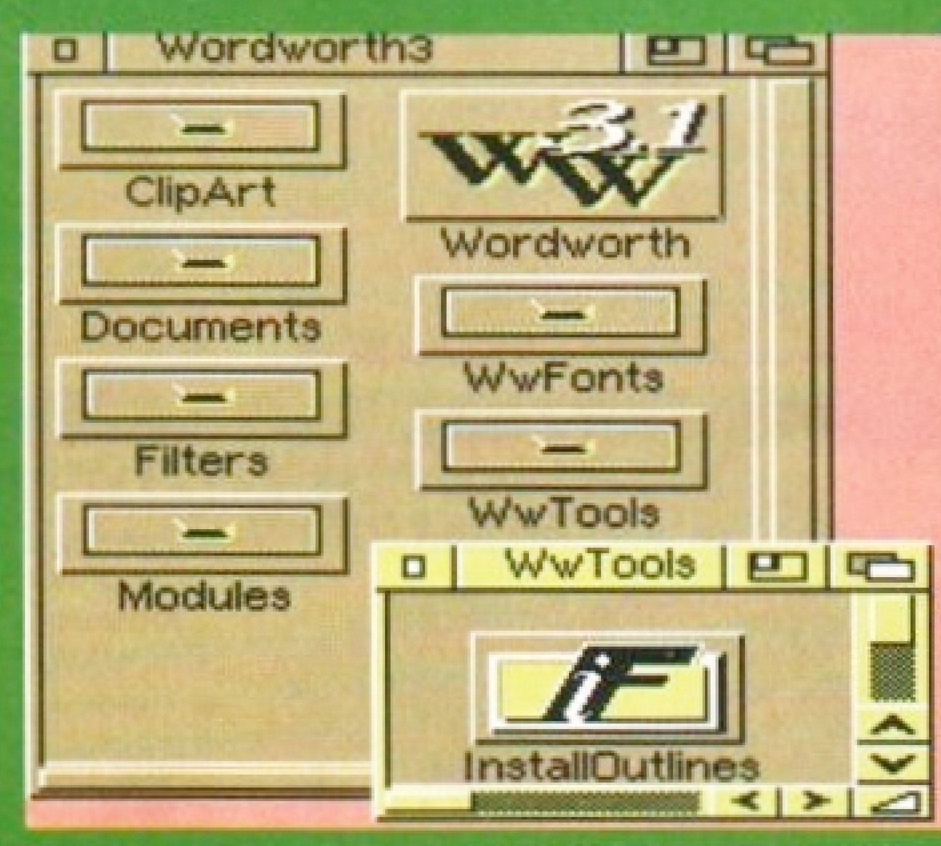
- **Delete the font file from its drawer (usually the Intellifont drawer, in the WwFonts drawer).**
- **Open up the UFST drawer in the WwFonts drawer and choose the Show All Files option from the Window menu. Delete the Fontlist file and the files ending in .font and .otag for the font(s) that you wish to delete.**
- **Double-click the InstallOutlines icon, in the WwTools drawer (floppy disk users will find this drawer on the Ww3Extras disk).**



We'll get rid of Shannon Book, so first of all delete the font in the Intellifont drawer. It ends in .type.



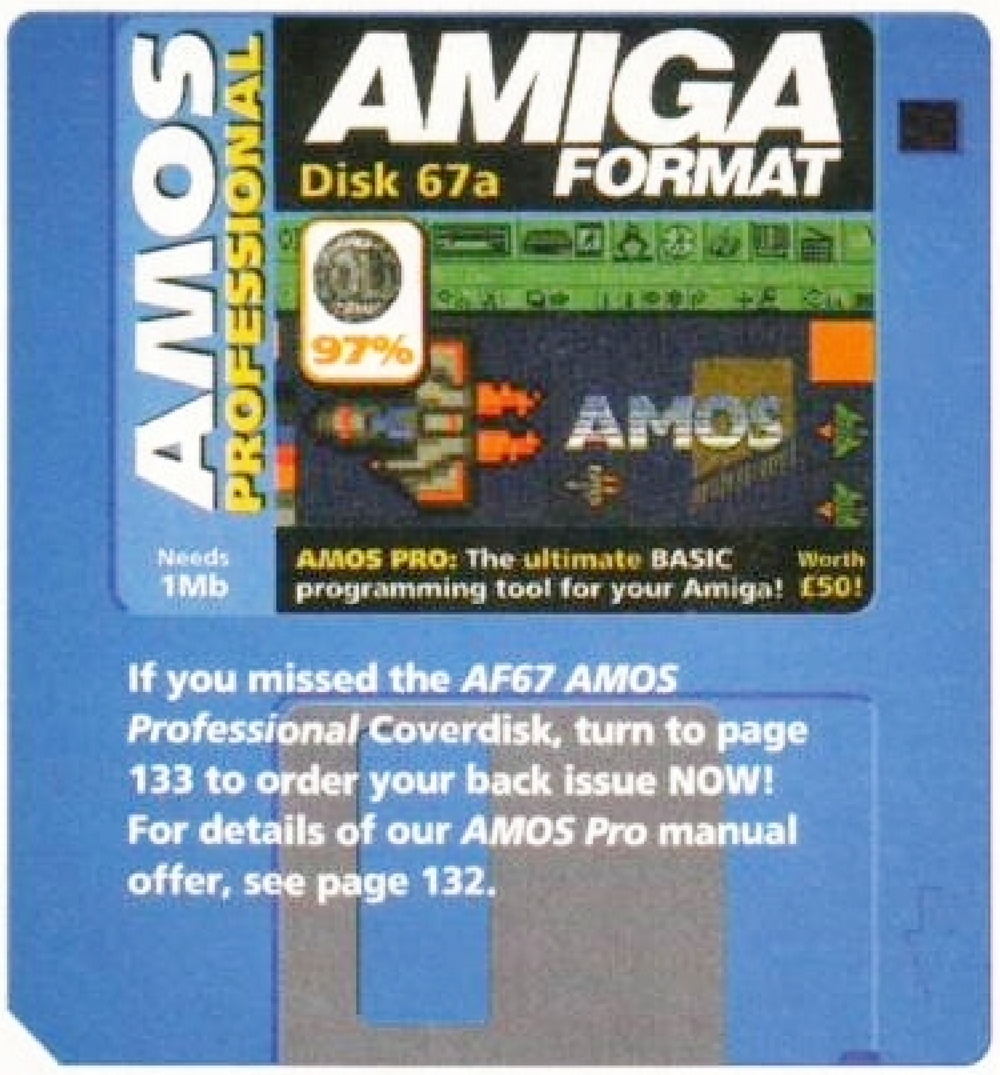
Then delete the Fontlist file and the Shannon Book files ending in .font and .otag.



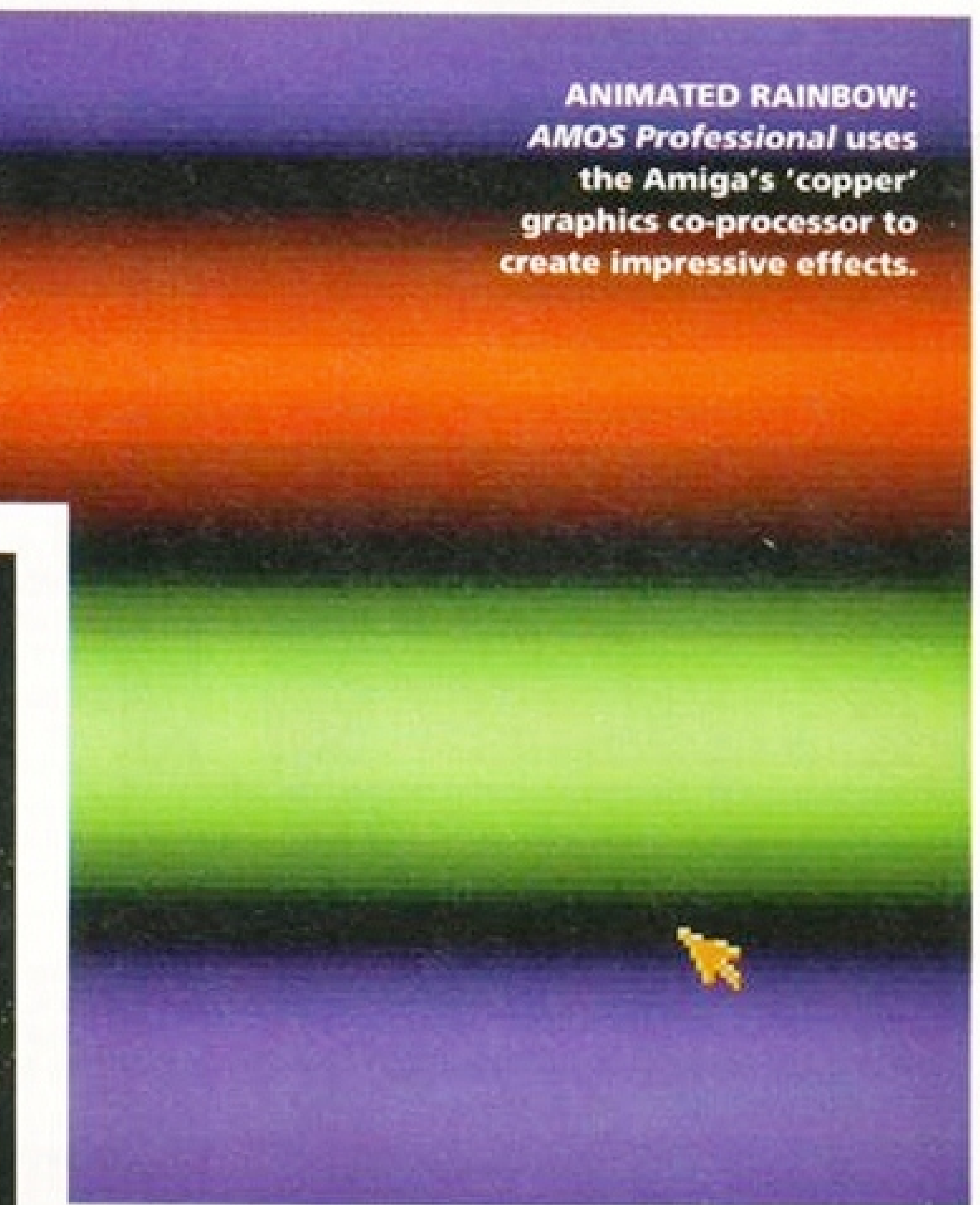
And finally, double-click the InstallOutlines Icon in the WwTools drawer.

Ultimate AMOS

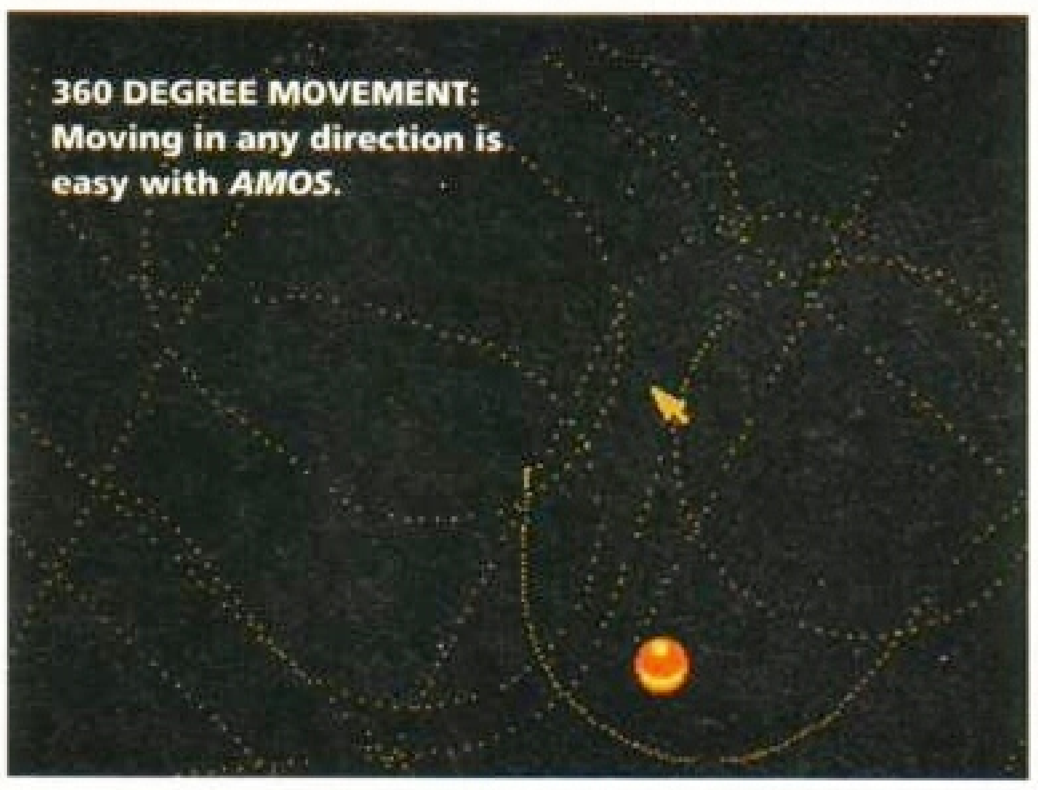
In the last of our *AMOS Professional* series of tutorials, Jason Holborn takes a look at some of the routines you simply can't afford to be without.



If you missed the *AF67 AMOS Professional* Coverdisk, turn to page 133 to order your back issue NOW! For details of our *AMOS Pro* manual offer, see page 132.



ANIMATED RAINBOW: *AMOS Professional* uses the Amiga's 'copper' graphics co-processor to create impressive effects.



360 DEGREE MOVEMENT: Moving in any direction is easy with *AMOS*.

If parting is such sweet sorrow then my taste buds are well and truly on overload with the bitter taste of finality. Yes folks, our six month journey through the uncharted depths of *AMOS Professional* has well and truly come to an end. We're not going to go out with a whimper, though – no siree, that's not the style of *Amiga Format*. Instead, we're going to trot off into the sunset with a bumper collection of handy *AMOS* routines which would-be games programmers should find infinitely useful.

ANIMATED RAINBOW

One of the Amiga's most powerful features is its 'copper' graphics co-processor which enables you to change hardware registers on the fly – you can, for example, change the background colour on every single line of the Amiga's display. Not surprisingly, AMOS Professional fully supports the copper chip with its Rainbow and Rain() commands. These two commands can be used to create some quite fantastic multicoloured effects that take full advantage of your Amiga's amazing graphic capabilities. Type this listing in and enjoy the lightshow!

```
Rem *** Animated Rainbow effect
Rem *** By Jason Holborn

Screen Open 0,320,256,2,Lowres
Flash Off : Curs Off

Set Rainbow 0,0,192,"","",""

Rem *** Define copper list
COUNT=0
For R=0 To 15
    RGB=Val(Hex$(R)+"00")
    Rain(0,COUNT)=RGB : Rain(0,COUNT+1)=RGB
    COUNT=COUNT+2
Next R
For R=15 To 0 Step -1
    RGB=Val(Hex$(R)+"00")
    Rain(0,COUNT)=RGB : Rain(0,COUNT+1)=RGB
    COUNT=COUNT+2
Next R
For G=0 To 15
    RGB=Val("$0"+Right$(Hex$(G),1)+"0")
    Rain(0,COUNT)=RGB : Rain(0,COUNT+1)=RGB
    COUNT=COUNT+2
Next G
For G=15 To 0 Step -1
    RGB=Val("$0"+Right$(Hex$(G),1)+"0")
    Rain(0,COUNT)=RGB : Rain(0,COUNT+1)=RGB
    COUNT=COUNT+2
Next G
For B=0 To 15
    RGB=Val("$00"+Right$(Hex$(B),1))
    Rain(0,COUNT)=RGB : Rain(0,COUNT+1)=RGB
    COUNT=COUNT+2
Next B
For B=15 To 0 Step -1
    RGB=Val("$00"+Right$(Hex$(B),1))
    Rain(0,COUNT)=RGB : Rain(0,COUNT+1)=RGB
    COUNT=COUNT+2
Next B

Rem *** Turn on and animate copper list
Do
    For C=0 To 191
        Rainbow 0,C,0,280
        Wait Vbl
    Next C
Loop
```

Tutorial

Part 6

360 DEGREE MOVEMENT

Writing handler code to move a bob around the screen is simple enough if the direction of movement is restricted to the basic eight directions – north, south, northwest and so on. But how do you move a sprite in any direction? It's quite simple. All you need is the code below which uses the *AMOS* trigonometry functions Sin() and Cos().

```
Rem *** 360 degree movement routine
Rem *** By Jason Holborn

Screen Open 0,320,256,4,Lowres
Flash Off : Cls 0 : Curs Off

Load "<filename of your bob bank>"
Get Sprite Palette

Bob Update Off
Double Buffer
Autoback 0

Rem *** Add this code at the start of your program
Dim OBJ#(4)

OBJ#(0)=160 : Rem *** Ship X position
OBJ#(1)=128 : Rem *** Ship Y position
OBJ#(2)=0 : Rem *** Speed of bob
OBJ#(3)=0 : Rem *** Angle (0=North)

Degree

Do
   Bob Clear

   Rem *** Update speed of object
   If Joy(1) and 2
         OBJ#(2)=OBJ#(2)-0.1
         If OBJ#(2)<0
               OBJ#(2)=0
         End If
   End If
   If Joy(1) and 1
         OBJ#(2)=OBJ#(2)+0.1
         If OBJ#(2)>10
               OBJ#(2)=10
         End If
   End If

   Rem *** Update angle of object
   If Joy(1) and 4
         OBJ#(3)=OBJ#(3)-OBJ#(2)/2
   End If
   If Joy(1) and 8
         OBJ#(3)=OBJ#(3)+OBJ#(2)/2
   End If

   Rem *** Calculate new direction
   OBJ#(0)=OBJ#(0)+Sin(OBJ#(3))*OBJ#(2)/2
   If OBJ#(0)>320 or OBJ#(0)<0
         OBJ#(0)=320-OBJ#(0)
   End If

   OBJ#(1)=OBJ#(1)+Cos(OBJ#(3))*OBJ#(2)/2
   If OBJ#(1)>256 or OBJ#(1)<0
         OBJ#(1)=256-OBJ#(1)
   End If

   Bob 1,OBJ#(0),OBJ#(1),1

   Bob Draw
   Screen Swap 0
   Wait Vbl
Loop
```

PARALLAX STARFIELD

If you're writing a shoot-em-up, you can add an additional feeling of depth by incorporating a scrolling parallax starfield effect. Most routines of this type work by using the *AMOS* Plot command to draw lots of little dots in white and then black (to erase them). Although this approach works, it's very slow. Our routine, on the other hand, uses bobs (one for each star) which are 'blasted' on to the screen using the Amiga's blitter. In order to use this routine, you'll need to create an *AMOS* Sprite Bank with position one in the bank defined as the star's image. Anyway, here's the code that makes it all happen.

```
Rem *** Parallax starfield routine
Rem *** By Jason Holborn

PLANES=5 : Rem *** 'depth' of parallax
STARS=40 : Rem *** No. of stars

Dim X(STARS),Y(STARS),Z(STARS)
Global PLANES,STARS,X(),Y(),Z()

Screen Open 0,320,256,16,Lowres
Curs Off : Flash Off : Cls 0

Pen 2 : Paper 0
Double Buffer : AutoBack 0 : Bob Update Off

Load "<filename of star sprite bank>"
Get Sprite Bank

_SETUPSTARS

Do
   Bob Clear
   _MOVESTARS

   Bob Draw : Screen Swap 0
   Wait Vbl
Loop

Procedure _SETUPSTARS
   Rem *** Set up position and speed of stars
   For N=1 To STARS
         X(N)=320
         Y(N)=Rnd(256)
         Z(N)=Rnd(PLANES)+1
   Next N
End Proc

Procedure _MOVESTARS
   For N=1 To STARS
         Rem *** Update position of star
         Add X(N),-Z(N)

         Rem *** Has star left screen?
         If X(N)<0
               Rem *** If it has, move star
               X(N)=320
               Y(N)=Rnd(256)
               Z(N)=Rnd(PLANES)+1
         End If

         Rem *** Draw star
         Bob N,X(N),Y(N),1
   Next N
End Proc
```

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The ultimate

Everyone is (still) talking about the Internet. Richard Baguley gets back to basics and explains exactly how to get there.



***Amiga Mosaic* in action on *Amiga Format*'s very own World Wide Web page. Who's that ugly....**

You wouldn't expect to be able to move to another country without at least learning the basics of the language. You should at least know how to say: "Which way to the pub please." It's the same when you try to move your Amiga to Planet Internet: it's not going to get very far if it doesn't know how to talk nicely to other computers.

Computers are more stupid than people, or far more intelligent (depending on which way you look at it), so every computer on the Internet only speaks one basic language: *TCP/IP*.

The *Transport Control Protocol/Internet Protocol* (for that is what it stands for) is the standard which defines how different computers talk to each other. We don't have space to go into all of the intricacies of this standard, but suffice to say that if you are really interested, there are several books the size of small countries which will tell you all you need to know about *TCP/IP*.

Although the ins and outs of *TCP/IP* are, frankly, rather tedious, there is one fact which is worth bearing in mind. *TCP/IP* was designed to be used on practically any form of link, from a null modem lead between two machines to a super-fast satellite link. As far as the software which sends and receives data over the link is concerned, the type of link is completely irrelevant.

All of that is handled by the *TCP/IP* software itself, and the various programs which you use to access the things you find on the Internet (such as FTP archives or IRC servers) work through the *TCP/IP* software without knowing or caring what sort of link you are working with.

The Amiga, being the polyglot machine that it is, can quite easily speak this language with the assistance of a phrase book. This takes the form of the Amiga version of the software which implements this standard: *AmiTCP*. This software is available from any good PD company or can be FTP'd from any Aminet server (such as *src.doc.ic.ac.uk*) in the directory */pub/aminet/comm/net*. The file is called *AmiTCP-demo-40.lha*

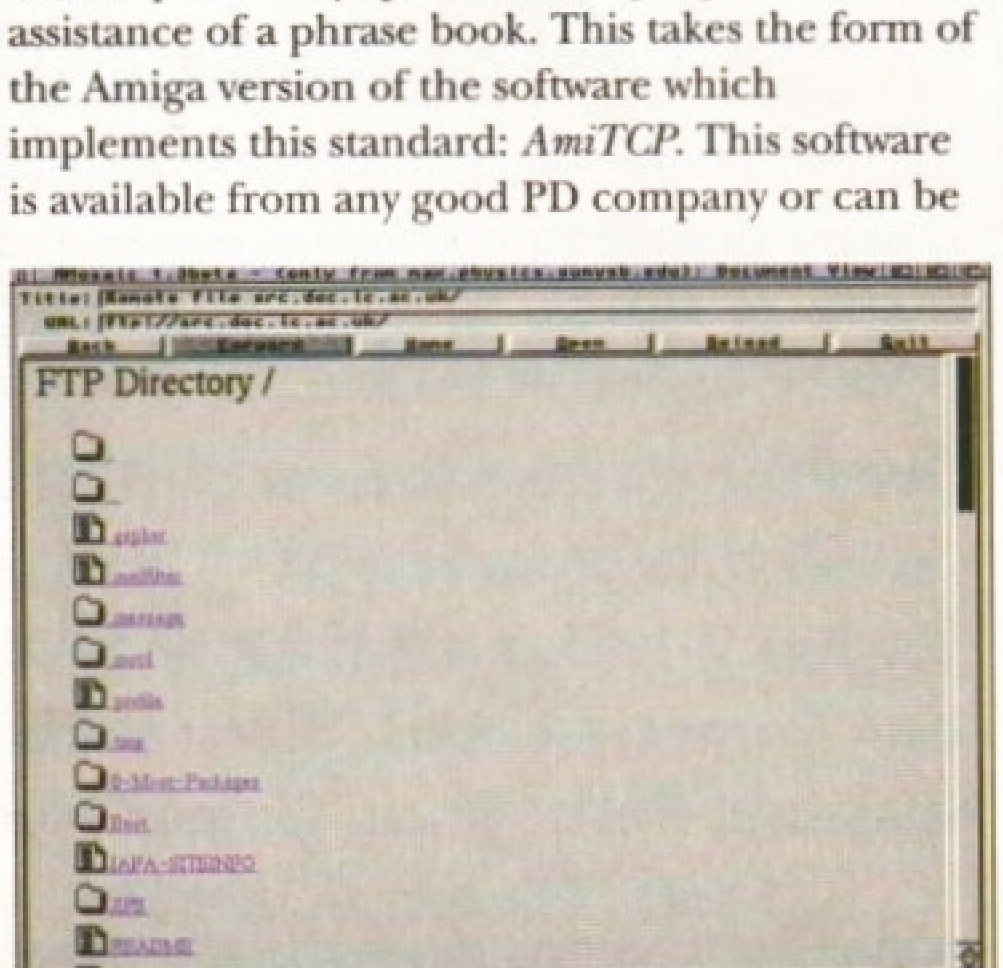
AmiTCP has a reputation for being difficult to use. Although it is a fairly complex subject, *AmiTCP* is, in fact, reasonably easy to get up and running if you know a few basics. It is awash with curious technical terms, but most of these are really pretty simple. See the box headed You're Gonna Get Your Jargon Kicked In for more details. But before you start setting up, there are a few details you will need to know:

- Your user name
- Your host name
- Your domain name
- Your IP address
- Your netmask

The user name is usually picked by you. This name identifies your machine, although most people use this as an excuse to pick something wild and wacky. **The host name** forms part of the domain name, so pick something relevant. For instance, if I was setting up a Demon account, I would probably pick a user name such as *richard* and a **domain name** of *baggers*. These two together would give me an address of *richard@baggers.demon.co.uk*.

The IP address is determined by the service provider. Most of them have a block of these and merely assign you one from these. Some service providers use a system called Dynamic Addressing where an IP number is assigned to you when you connect to them. It is possible to use this with *AmiTCP* from version 4 onwards, so you should read the documents for more details.

The netmask is decided on by the service provider, although it is usually 255.255.255.0. Frankly, the technical details of netmasks aren't overly interesting or relevant unless you are part of a bigger network which is being connected to the



A little known secret: you can also use the *Amiga Mosaic* web browser to FTP files.

DEMONIC INFLUENCES

For some bizarre reason, no service providers are willing to provide support if you are using an Amiga on the Internet. The only one which provides any form of customised software is Demon Internet Services (0181 371 1000), who have a specially customised version of *AmiTCP* on their FTP server.

This has been adapted so that most of the things mentioned in this article have already been changed for use with their service. It also includes most of the software you need, including a news reader and mail software.

Although it's still being beta tested it does seem to be extremely reliable. I installed it on my machine and within half an hour was up and running. The only thing that needed any fiddling with was the phone number, because they hadn't updated the file for the post-phoneday codes. This was merely a question of editing a text file, so there's no great shakes in that. You can find this software in the file AmiTCP-DIS95.lha in the directory /pub/amiga/amitcp.

Internet guide

Internet, so most people should be able to type it in and forget about it.

Included with *AmiTCP* is a special driver called GWCslip. This is the bit which actually handles the business of dialling up your service provider and connecting, so you should be careful that this is set up correctly. It uses a protocol called *SLIP* (*Serial Line Internet Protocol*) which determines how the link between your computer and the Internet works. There is another, more modern standard called *PPP* (*Point to Point Protocol*) which is available, but this isn't included with *AmiTCP*, although it could be added later. The actual method of connection is really irrelevant to the software, although a modem link is slower than a leased line or a fibre optic cable.

Once again, there is another standard for these things. The SANA II standard was defined by Commodore and is used by *AmiTCP*. This controls how the devices which deal with the actual connection work, although, as far as the user is concerned, the process is pretty much invisible.

AmiTCP uses the standard Commodore installer, so it's very easy to install and every stage has a help file you can read. Just unpack the archive, stick it somewhere and double-click on the Install AmiTCP icon and you're away. The installer asks you for the various bits of information you have collected earlier and a few other questions. Most of these can simply be ignored, but there are a few which should be approached with caution.

It offers to automatically add some lines to your user-startup file which start up the software when you boot up, but for most people this shouldn't be necessary. When you want to link up to the Internet you should just open a Shell, type *startnet* and *link up* and your modem should start dialling and connect you to the Internet.

Once you've got everything installed and set up, you'll want to test it all out. Assuming that the process of calling up your service provider and logging in goes all right, the best way to test the software is by doing a ping. Those of you with a nautical background may recognise the phrase. Submarines send out a sonar ping (a burst of noise) and wait for an echo to tell them what else is lurking in the water.

The Internet ping is much the same: your Amiga sends a burst of data to another computer and waits for it to echo it back. To do a ping, simply type *ping* and the name of the machine you wish to ping. You can ping any machine on the Internet, but it's best to try something local. Ask your service provider what their machine are called, or try something like *news.demon.co.uk*, or some other machine which you are pretty sure will be up and running most of the time.

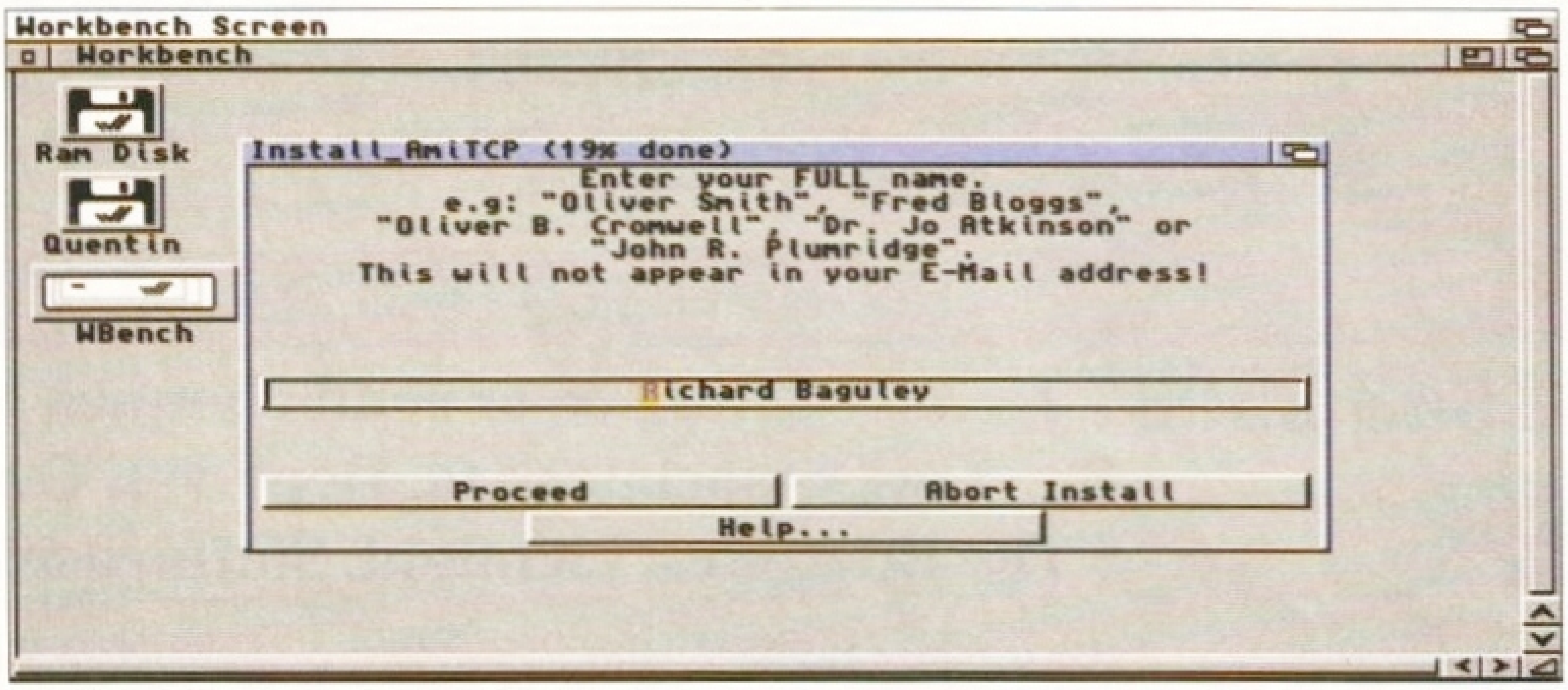
If everything is working well with your connection you can get on with other things, but if your ping fails to return you should go back and check your software set-up before going further.

Incidentally, there is a related command which is rather useful and distinctly educational – Traceroute. If you type *traceroute* and the name of another machine on the Internet, the software shows you the route that any information you send to the machine takes and how long each step takes. I did one of these and it informed me that sending a packet of data from West Yorkshire to the Michigan Institute of Technology (MIT) took just under two seconds, so it's somewhat quicker than the postal service. Once you have successfully managed to ping somebody, you get into the really fun stuff, such as E-mail, the World Wide Web and the like. The fun starts here...

Finally, I should mention one thing. *AmiTCP* is written and maintained by a rather cool bunch of people at the University Of Technology in Helsinki, Finland. A large round of applause and a few well-earned pints of beer are due to these chaps for putting in all the hard work which enables Amiga users to get on to the Internet.

They have taken a certain degree of stick for deciding to go commercial with version 4 of this software, but you shouldn't forget that they have also produced a demo version which has practically everything that a typical Internet user is likely to need. Cheers, chaps!

Richard Baguley can be contacted at *baggers@cix.compulink.co.uk*



Installing *AmiTCP* is actually pretty simple. It's just a question of entering the right data at the right time.

YOU'RE GONNA GET YOUR JARGON KICKED IN!

The Internet is awash with jargon and technical terms. Here's a few of the more common phrases you are likely to come across and their meanings.

DNS: Abbreviation of Directory Network Services. This is effectively the Directory Inquiries of the Internet. Although human beings are great at renumbering names, they aren't as good at remembering numbers. The Internet, however, likes numbers (in the form of IP addresses), so DNS is the way of matching the two. For instance, if you ask *Amiga Mosaic* to look up the WWW page *HTTP://WWW.Futurenet.co.uk*, it connects to your DNS server and asks it for the IP address of the machine called WWW in the domain Futurenet.co.uk. As far as the user is concerned the process is invisible because it's all done by the software used to access the Internet.

IP address: The Internet thrives on numbers. Although machines are called by names such as *spadger@team17.co.uk*, computers prefer to work with numbers such as 194.70.228.84. This number is the Internet Protocol address. There is a good reason why it's structured like that, but I'm afraid that we haven't got enough space to go into the fine details here.

Gateway: The gateway is the place on the Internet through which all of the data you send has to pass. Your software should automatically send all of this data to this Internet Protocol address and the machine at this address works out where to send it from there. Think of it as a PO box: all your letters go through it and on to other places afterwards.

Domain: A section of the Internet. When you sign up with your service provider you will give them a domain name such as *Baggers.demon.co.uk*. This means that people can then send mail to you by using the machine name (such as Arnie) and the domain name. For this example, the mail address would be *arnie@baggers.demon.co.uk*.

Service provider: A service provider is a company which provides access to the Internet as a commercial service. Most students have free access to the Internet, but the rest of us have to pay a company such as Demon Internet Services or EUNet to get on line. Most of them charge a set fee per month which gives you unlimited access, although you still have to pay your own telephone bills.

HTML: *Hypertext Markup Language*. Despite appearances to the contrary, World Wide Web pages are, in fact, nothing more than a bunch of text files with special tags in them which do things such as load images, create links to other pages and the like. These tags form the *HTML* language. Certain commands have not yet been implemented on the Amiga web browser *Amiga Mosaic*, so some WWW pages may not appear quite as they should do.

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Mailbag

Send your letters to: Letters To The Editor, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

WHAT HAPPENS NEXT?

How long is it going to be before new Amigas are in the shops? Is the A1200 going to return with an improved spec, or are we going to get the nearly three-year-old model?

I've heard that Escom plan to put the A600 back in production. Are they mad? By the way, why did I never get my *Vista* FPU disk?

David Hulse,
D.A.Hulse-91@student.lut.ac.u

The A1200 is still a viable machine. Wouldn't you rather it was available again at a cheaper price to swell the ranks of the Amiga faithful? I'm sure Escom will look at things like providing a 120Mb hard drive model and perhaps a CD-ROM-based machine too.

Truly new machines are some way off because they have to be designed first. You forget that very little has been done with the Amiga in the last 12 months. I'm not clear about whether the A600 is intended for the UK market. It could be that this is one machine Escom plan to introduce at low cost in countries where the average computer fan couldn't afford an A1200.

You probably never got your Vista *FPU disk because you were one of the great number of people who wrote in asking for one 18 months after the offer last appeared in the magazine.*

THE UPGRADE ARGUMENT

I feel the need to join in the debate about the excellent *Amiga Format* being A1200/A4000 biased. I can



If A500 owners want *Lightwave*, they should upgrade, says Greg Spalding.

sympathise with the likes of Graeme Wilson and JR Drinkall. I used to feel the same when I was an A500 user – all mags were only interested in the new machines.

But this is not true. Look at the matter from Nick Veitch's point of view. Every month, he has to come up with a magazine for computer users of a bankrupt company. And every month he has to make sure the mag appeals to as many readers as possible. But the way forward is in A1200 and A4000 machines. If developers want to create more impressive products, then they use the more powerful machines.

You cannot blame *AF* for being A1200/A4000 biased when the only software available in this uncertain period is for the higher power machines. I'm quite sure if a company such as Newtek thought they could produce an A500 version of *Lightwave* that would run under WB1.3, they would have done – and made a lot of Amiga fans happy.

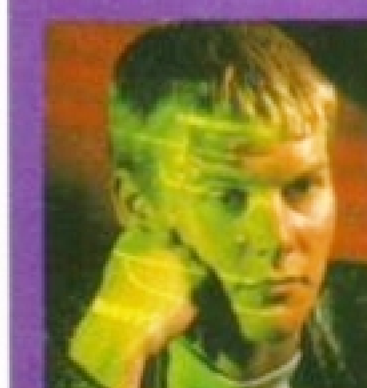
Upgrade as soon as possible. Believe me, you will see things in a new light and never look back.

Greg Spalding,
Stratton, Swindon

I LOVE BRADLEY, ME



Congratulations on your rise to editor. Even though you have only been in charge of the mag for a few months it is already looking better. Despite the brilliant work of the whole team, I wish to single out one man. Without his excellent game reviews, the world would be a poorer place. This man is, of course, Steve Bradley.



Steve Bradley: humorous and witty. Yesterday.

He is a hero to the computer games world and his superb, witty, humorous and intelligent reviews have given many thousands of *AF* readers enjoyment for hours upon end. I refer you to *AF54* when he reviewed *Knights Of The Sky*: "I love manuals, me." It may not seem like much, but I liked it along with: "Planes flew at a decent speed back in the First World War. You could see the enemy – no speed of sound stuff then." It is little comments like this that help give *AF* the edge over other mags. It works as well. After reading the review, I bought *Knights Of The Sky* and I'm glad I did. Please can we have a few sentences of comment from the man himself?

Michael Newsham,
Ipswich, Suffolk

Oh well, there had to be one. If it makes you feel better, I'll spare Mr Bradley his ritual flogging for a few days, but I'm afraid I can't let him out of his cage at the moment to write to you himself, because he thinks all this praise is a cruel, new, psychological torture I am subjecting him too. You can have several thousand words from him elsewhere in the issue anyway.

MORE ABOUT THIS RISC BUSINESS

I'd like to say what a great magazine *AF* is. Anyway, I have some questions I would like to ask:

1) When will the new RISC-based Amiga be coming out that you were going on about in *AF66*, and approximately how much will it cost?

2) Would I be right in saying that the price of *AF* is going up to £4.50.? As I was reading issue 71, I came across an advert that said the price was going up to £4.50. If this is true why don't you put an extra disk on each issue with PD titles on it? If the price is going up to that amount, you will

Continued overleaf ➡

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UNTITLED

by Mike Docherty, Carlisle

A beefier than average A1200 helped create this incredibly cute picture. Using a Microbotics 50MHz 030 MMU accelerator, the picture took about three hours to render and needed *VMEM* virtual memory. We reckon it was worth the wait. Well done Mike.



THE BITS ON THE SIDE

GIMME GALLERY



Amber, an *AF70* Gallery entry by Andrew Powell from Canada caught the eye of John Gustafsson.

I really like the *Gallery* pictures, But I also would like to get them. E-mail addresses for those who want to put 'em out would be great. That *Amber* piccy in *AF70* is excellent!

John Gustafsson, Sweden
John_Gustafsson@AUGS.se

I'm glad you like the pictures. We are considering setting up an area on our WWW site (www.futurenet.co.uk) so people can see more of our Gallery entries and even download them. Please bear this in mind when you send pictures to* The Gallery. *If you don't want them to be put on our Internet site, please make sure you say so in an accompanying letter.

WHY I'M A PIRATE

I agree with most of what was said in the Reforming Pirate letter (*AF71*), but I don't agree about sending the programmers money. I also buy pirated software but I would probably stop if the programmers made most stuff hard disk installable. Alas, they can't be bothered, because they rush out the software or they say it takes up too much space on the disks. Bollocks! I recently bought *Cannon Fodder 2*, hard disk installable, and will continue to buy pirated software as long as the pirates are selling games that hard disk install.

The software houses are the only ones who can curb piracy. If they can't be bothered to write hard disk install programs for their software, or drop their prices, then piracy will continue.

Maverick

I can understand your annoyance, but piracy is still wrong. If you want your games to be hard disk installable, then let the software publishers know. Some games don't actually benefit much from being HD installable, but most do.

Ironically, the reason some games are not hard disk installable is because the disks are deliberately in a non-DOS format to make things harder for software pirates.

CAN YOU HACK IT?

Could you tell me please if there are any hacking type games about. When I had a Spectrum and C64 I remember *Hacker 1* and 2, and *System 1500*, but never got round to getting them. Do you know of any in the Public Domain either as full-blown Amiga software or as part of a Spectrum/C64 emulator?

Si Wooldridge,
swooldri@mlsma.mlm.att.com

The genre of* Hacker *is a bit outdated now, but there are some adventures which follow a vaguely Hackerish plot.* BloodNet, *and even* DreamWeb *spring to mind.

WELL DONE AF!

I would like to congratulate *Amiga Format* for informing readers of dodgy mail order companies. I was considering buring a hard drive from a company but decided not to when an article in *Format* said there had been complaints. Since then I have bought a hard drive from First Computer Centre which has greatly enhanced my A1200 and enabled me to jump on to the Internet bandwagon. Thanks and well done!

Richard Brennan
Richard@mortalk.demon.co.uk

You will be pleased to know, if you have any trouble you can contact our Mail Order Protection Scheme staff at: mops@futurenet.co.uk. Everyone should remember to be polite and courteous – they are trying to help you after all.

lose readers who cannot afford *AF*, a lottery ticket and everything else people want every month.

3) What have you done with *The Gallery*? I liked the bit at the bottom of the picture saying what it was drawn on, and if it was by hand.

4) Please, please can you print a complete solution to *Indiana Jones And The Fate of Atlantis*. I keep getting stuck on each of the three paths. Please help!

Darren Marsh,
Sittingbourne, Kent

1) How many seas must the white swan sail, before she can sleep in the sand? I doubt if even Escom know the answer to your question. It certainly won't be before Christmas, and it certainly will cost more than the A1200.

2) We put the price up not because we wanted to, but because the magazine now costs us more to produce. Adding an extra disk will just make Amiga Format *even more expensive.*

3) AF never stands still, and bits get changed all the time, mostly for the better. I happen to agree with you though, so there should now be a little extra info on every picture.

4) We couldn't justify the space to print the complete solution just for you, but it does exist in the Complete Control book available for £9.99 from Amiga Power. For details, call the mail order department on 01225 822511.

BE SENSIBLE, SENSIBLE

Sensible World Of Soccer is an excellent game, with a few flaws. If one player scores 255 goals in one competition (not total) his goals are reset to 0. If he scores 258 it is reset to 3. (Do I get a T-shirt/game for being the first person to spot that?). I did that in my second season at Bury while scoring over 500 goals.

I have always thought of Sensible Software as being a good company and loyal to the Amiga. However, I read recently that *Sensible Golf* was going to be their last title for the



Will the Sensible Software team sink to second division obscurity with the PC?

Amiga, and they were moving to the PC. *SWOS* was the leading seller on any format over Christmas, so why are they doing this? I bet *Sensi World 2* would also sell in bucket loads, if they made one.

They are hardly loyal if they release *SWOS* unfinished for a Christmas cash-in, and then release an update disk. They should develop a better game with player stats, and overhead kicks, with a small update fee for existing owners. Where is their customer loyalty?

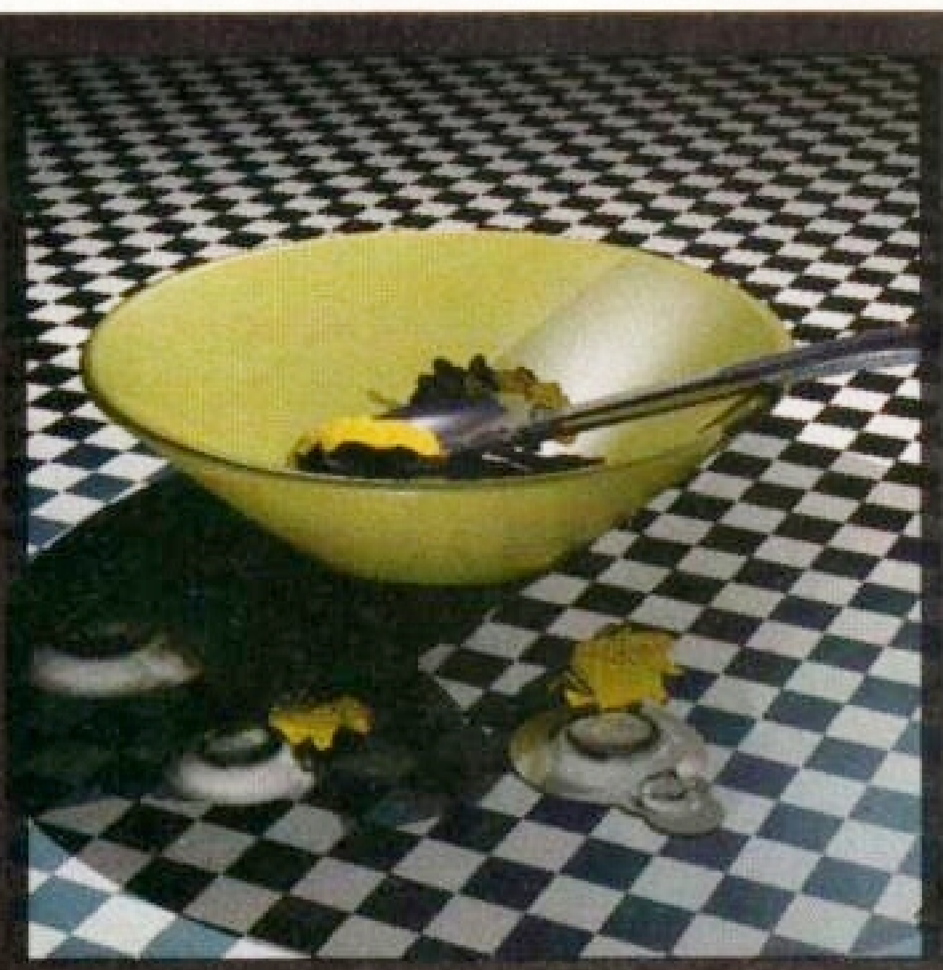
It seems that Sensible Software is being run for maximum cash and minimum service. Please see this as constructive criticism, and not just a long moan. I hope Sensible listen to the people writing in, and continue to support the Amiga with titles such as *Cannon Fodder*, and *Sensible Soccer*, and don't move over to the PC.

Alastair Paterson,
Aylesbury, Bucks

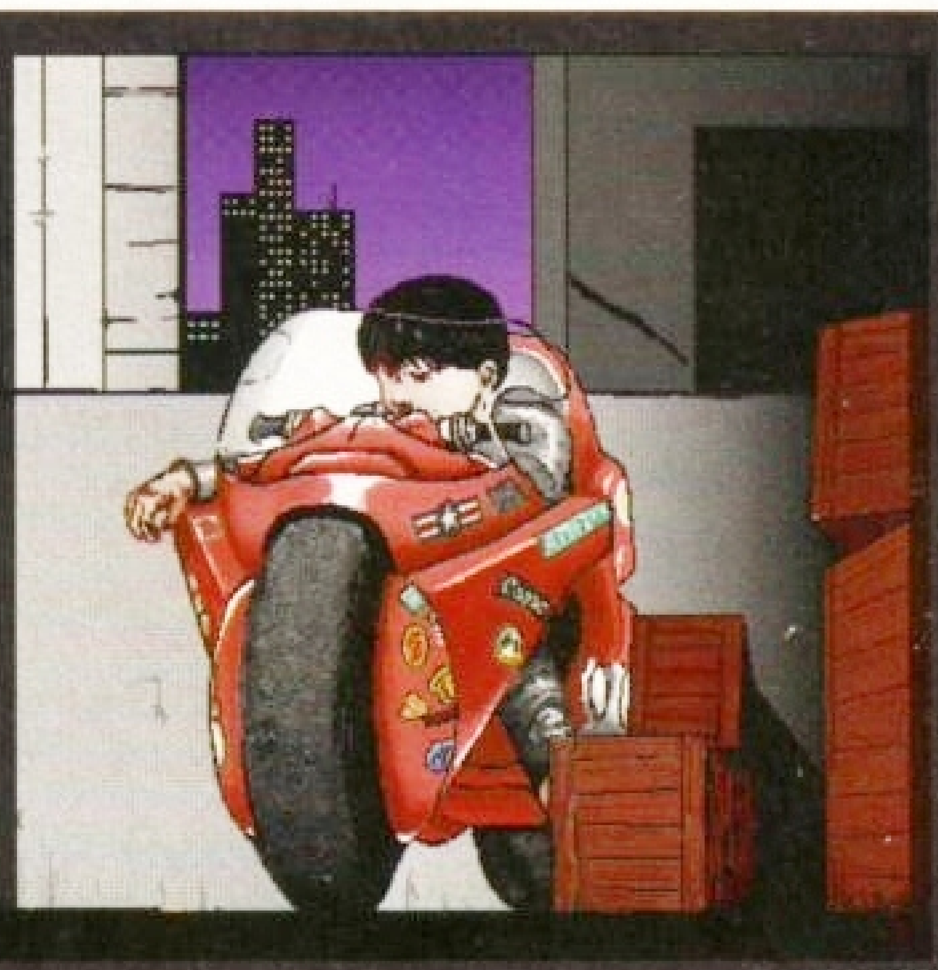
It is sort of understandable that some companies were a little reluctant to commit to long-term development plans while the Amiga was no longer in production. However, in the light of recent news, and given that SWOS *sold in huge numbers, it looks like a number of software developers should be seriously considering developing new Amiga games.*

OOH, AHH SENSI SOCCA

I have discovered another bug in *SWOS* which I believe no-one else has found. No matter how hard I try,



BREAKFAST *by Anthony Fitchett, Notts*
Here's what you can do with your Coverdisks. This was rendered in *Imagine 2* from *AF53*.



KANEDA *by Jamie Woodhead, Devon*
Jamie says this was drawn freehand in *DPaint* using a CD^{32} and SX-1 combination.



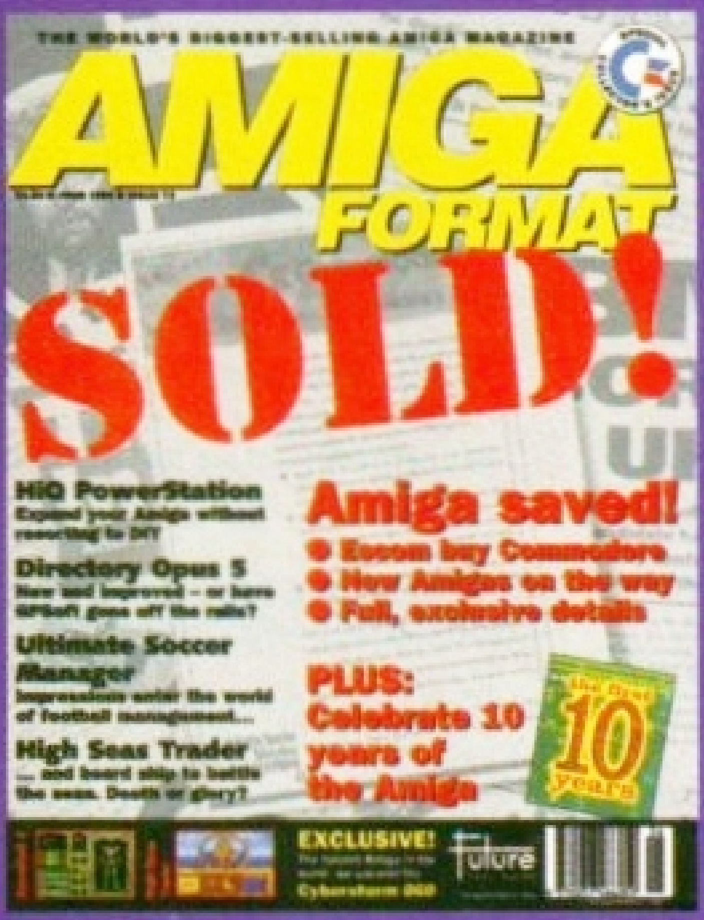
PLASTIC LITTLE *by Bryan Moore, Ayrshire*
This Anime-inspired effort was drawn freehand using a standard A1200 and *DPaint IV*.

THE PRICE IS WRONG

Once again you have been forced to put up the price of *Amiga Format* and once again people are forced not to buy, because it is getting beyond their price range. How long is it going to be before it becomes even dearer? I know you say it is because of paper prices, but I work in a printers and know the price of paper. Does every page need to have colour? Why not consult with some of the advertisers to have them in black and white thereby reducing the amount of ink used.

As you are probably aware, magenta is the dearest ink per kilo, and because most of the pages have magenta on them, this seems a possible way round your crisis and therefore maybe you could reduce the price rather than increase it.

P J Griffiths, West Norwood, London



Amiga Format costs more, but we think it's still worth every penny.

THOSE WERE THE DAYS

I remember the good old days, when *Amiga Format* was a reasonable £2.95 and had some real good demos and utilities on the Coverdisk. Nowadays standards have slipped! These so called full software packages are really just outdated pieces of rubbish with adverts to sell the new versions. The quality of demos has also slipped. My first *Amiga Format* had a *First Samurai* and *MiG-29* demo and a lot of PD stuff. Now we are lucky if we get one average demo, which has to be decompressed on to three disks.

Bring back the good old days! Bring back hanging! Hang the *AF* team and bring back Marcus Dyson!

The Hairy Dude

CHEAP AT HALF THE PRICE

I'm just writing to give you a helping hand. If anyone writes to complain about the price of *Amiga Format*, you can print my letter.

In Denmark, I pay about £10 for every issue of *Amiga Format*. And I'm not just buying *AF*. I also buy *Amiga Power* (£10) and *Amiga Shopper* (£10). In other words, I pay £30 for these magazines each month. English readers only pay about half of this.

So if anyone writes in to complain, they can bloody well sod off! Keep up the good work. Oh, and how about those Escom guys? Are they up to any good?

Allan Lund Jensen, diku0486@diku.dk

I don't think that cheapening the quality of our publication by reverting to black and white sections is really something that we, our readers or our advertisers would be interested in, but thanks for giving it some thought anyway. I don't know what you mean about 'once again' this is the first major price increase for some time.

I'm sorry if you don't think that Coverdisks such as Imagine, Music-X, Wordworth AFC, Alien Breed 3D, Death Mask, AMOS, PageSetter, SWOS and ATR were worth getting, several thousand other people think they were. So, you want to bring back Marcus. Do you want to hang him too?

I cannot manage to get Eric Cantona to run towards the crowd and kick someone in the chest. Not even when I am playing against Crystal Palace at their ground. Also, I cannot get Roy Keane, also of Manchester United (who are crap), to stamp on Gareth Southgate of Crystal Palace. Believe me, I have tried ever so hard but it just isn't going to happen.

I also have some other complaints about this marvellous but flawed game – it is too easy! I started my career as a player-manager for Bury in Division 3. Three seasons later and I have now worked my way up to Liverpool. In my last season I only lost three games. Call this a challenge Sensible? Come on, my 9-year old brother can beat AC Milan with his favourite team, Chelsea! If only this could be true in real life!

So please make this game harder for the update disk, Sensi.

Daniel Irvine, Crawley Down, West Sussex

A lot of people seem to have good fortune with Bury, but I think you would have to concede that SWOS *is certainly harder than the original. Perhaps the next update should have a difficulty scale ranging from 'I think the original game was better' through 'come on if you think you're hard enough' to 'I am, in fact, Steve Bradley'.*

NEW ZEALAND STORY

Hi. I'm writing from New Zealand, and guess what? The few Amigas that are available are second-hand, but are dirt cheap in relation to PCs.

I picked up an A600HD, with a 120Mb hard drive, 2Mb RAM, colour 9-pin printer, monitor and software for only $650 (about £250). CD^{32}s retail for about $199 (roughly £70) The only downfall is the complete lack of software and software support. Where does this lead? Well, piracy is the only option, though it has a valid reason in my opinion. If there is no software, then how can one operate a computer?

In order to preserve their precious computers, people have to pirate software. I can remember back to Form One, when Amigas were all the rage. Now, in Form Seven, everyone has a PC. The reason for the change? No software.

I don't condone piracy, but when there is no software, what can you do? Sacrifice your computer for the sake of software company profits? All the pirated software that came with my Amiga has now been erased, and this has left me with almost no software. Perhaps you could find it in your hearts to send me a game... I know you probably won't because I am overseas but here's hoping. I promise not to pirate the game. Honest!

Ridge, ridgepet@rosmini.ak.planet.co.nz

Could you not order the software through one of the companies that are selling software for other platforms? There must be somewhere you can get software from, after all, some great games are being produced by Acid Software who are based in New Zealand.

THE 'WONDER' OF WINDOWS

I would like to draw your attention, and that of all your readers, to an article in the Sunday Times, regarding the imminent release of Microsoft's much hyped *Windows 95*. The article stated that, although *Windows* is due for public release in August and is at final beta testing stage, there are still serious flaws within the program.

It was found that there is such a high level of requirements on the system memory that the reviewer's system (Pentium PC with 32Mb RAM!) "ran out of steam" while only running a word processor (*Word 6*) and an on-line networking package.

I have an A1200, accelerated with a Viper 2 030EC (40MHz), 4Mb RAM, giving me in total a 6Mb, 40MHz, 32-bit computer, not a 60-90MHz, 64-bit computer with 32Mb RAM, yet I do not have any problem with multitasking. In fact, I can edit a 10-page essay in *Wordworth 3.1SE*, while listening to one of my favourite music modules on *OctoMED V.5*, while carrying out various disk operations with my copy of *Directory Opus*.

Some of my Pretty Cruddy computer-owning friends have likened my set-up to a child's toy in comparison to their 'wonder machines', yet once they actually see the A1200 in full flight, not even breaking sweat, you can almost see them turn green with envy.

Therefore, I would just like to send a message to all the PC fraternity – it is they who have purchased the wrong system not us!

P Ayres, Kirkby in Ashfield, Nottingham

I wonder if we have any readers who have an Amiga and a PC, and would like to comment on this?

QUITE FRANKLY...

All right then, the game's up! Did you honestly think that us sharp-witted *Amiga Format* readers could possibly miss the little sketched goaty-beard tattooed on Frank Bartucca's chin on the Special Offers page of *AF71*? Either he is so ugly that you had to cover up his face to stop art editor Sue White from laughing, or you were so upset about his lack of hair that you had to draw some on his lower lip.

I appreciate your lavish sense of humour, but poor Frank must be deeply upset with your cruel act of vandalism and he might never grace the pages of *AF* again. Is that what you want to happen? (Maybe, on second thoughts...)

If you're really that concerned about Mr Bartucca's lack of follicle development, why not transplant some hair off the head of Nick Veitch (how do you pronounce that surname?) or other members of staff who have a strange tendency of not visiting the hairdressers. I'm sure they wouldn't mind.

Andrew 'Brackets' Robertson, Ratho, Midlothian



Frank Bartucca (left) and Sue White modelling the amazing *AF* sweatshirts.

I'm afraid nothing we could do would stop Sue White laughing at Frank Bartucca, but yes, you are right, Frank is so ugly that we felt obliged to mask his face. You should pronounce Veitch, Veeech.

AMIGA FORMAT

Diane Clarke
01225 442244

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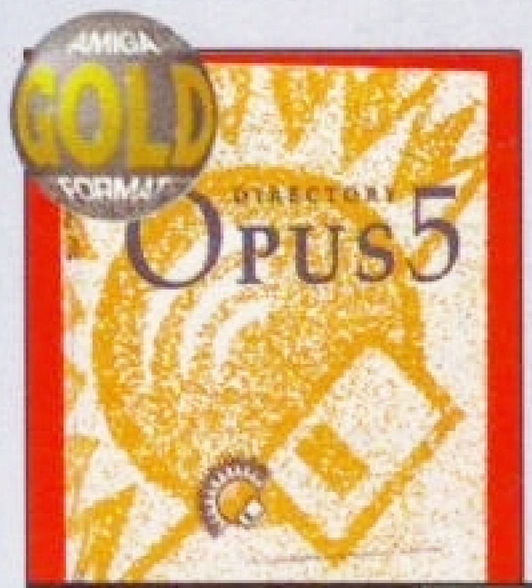
AMIGA FORMAT special OFFERS

Check out our *AF* readers' offers, all at low, low prices. After choosing your special offer, turn to page 137 to fill in the order form.

All prices include postage and packing

Call our Order hotline on 01225 822511

Directory Opus 5

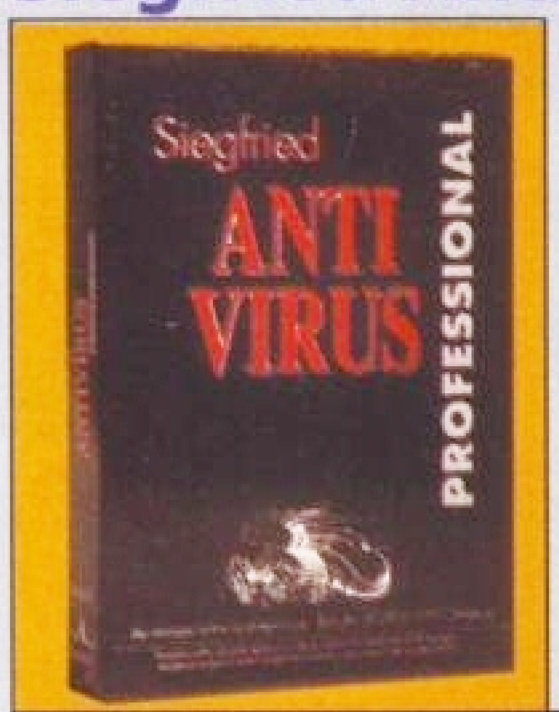


Save £10 off the recommended retail price of one of the most useful and time-saving utilities you can buy for your Amiga. *Directory Opus 5* (*AF72*, 95%) essentially replaces your Workbench and makes many of those file management tasks much easier. An essential utility for the well-organised Amiga.

NEW!

Description	Directory Opus 5		
Order code	AFOPO	AF Price	£49.95

Siegfried Antivirus Professional



Save £5 on one of the best virus checkers available. *SAP* will help guard your Amiga against the unwanted attentions of viruses – it's more powerful than tha various Public Domain virus checkers and includes several unique features. *SAP* works with all Amigas with Workbench 1.3 or better, although 1Mb of RAM and a hard drive are recommended. When it was reviewed in *AF72*, *SAP* scored an impressive 81 per cent and was described by Nick Veitch as: 'Possibly the most thorough virus protection system for your Amiga.'

NEW!

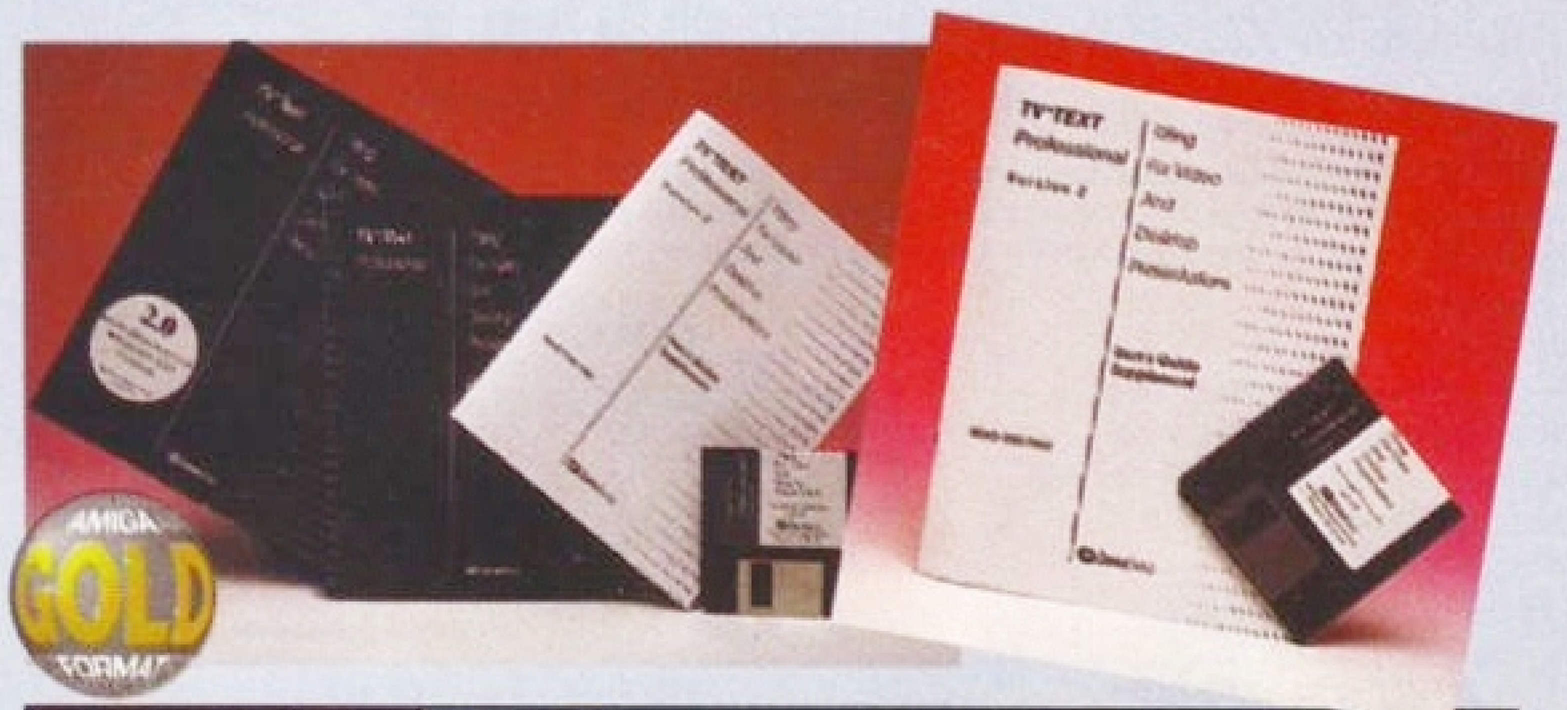
Description	Siegfried Antivirus Professional		
Order code	AMFVIR	AF Price	£34.99

TV*Text Professional V2

Upgrade to the brand new *Format* Gold-rated version of *TV*Text Professional* now at a huge saving over the RRP!

See the review in in *AF64* for full details of this tremendous video titling program then choose which upgrade option suits you:

- The complete *TV*Text Professional v2* package complete with both manuals and 50 extra outline fonts for just £89.99.
- The AGA upgrade and supplementary manual at £59.99.



Description	TV*Text Pro		
Full Package	AFTVTF	AF Price	£89.99
Upgrade	AFTVTU	AF Price	£59.99

The Serial Killers



Nothing can beat the thrill of playing the best Amiga games head-to-head with another human player using a serial link cable. And *Amiga Format* can bring you that experience with this specially-selected pack of three of the best-ever serial link games – all for under £30.

The Serial Killers kit includes *Knights Of The Sky*, *Stunt Car Racer* and *Lotus 2* plus a three metre serial link cable – everything you need to get hooked up.

NEW!

Description	The Serial Killers		
Order code	AMFSK	AF Price	£29.99

Turbotech Clock Cartridge



Your Amiga will always know what day it is with this handy device which sets the correct time and date. The Turbotech Clock Cartridge simply fits into the disk drive port (or on the back of your second drive). Comes complete with software. Save £2 off the recommended retail price.

Description	Turbotech Clock Cartridge		
Order code	AMFCLO	AF Price	£17.99

Music-X 2



This sequencer package, (85%, *AF60*), is one of the most ground-breaking releases since the original *Music-X* made such a huge impact back in 1989. *Music-X 2* is a full MIDI sequencing package for controlling synthesizers, drum machines and any other MIDI equipment, or you can use it with internal Amiga samples. The leading sequencer for the Amiga.

SAVE £100

Description	Music-X 2	EVEN LOWER PRICE	
Order code	AMFMX2	AF Price	£49.99

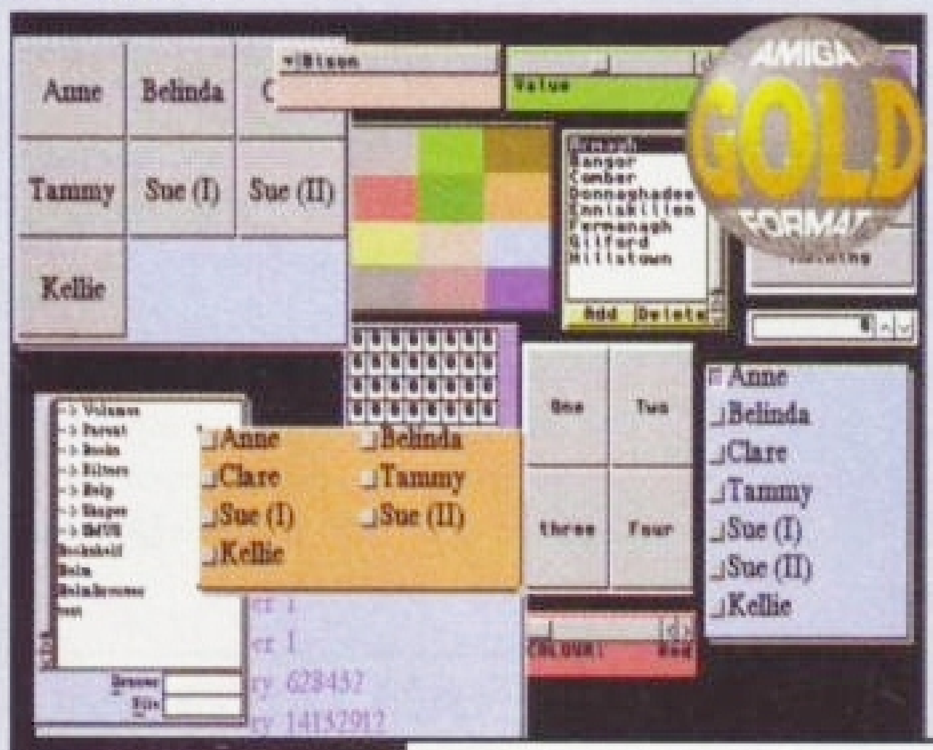
Mouse 'n' Mat



At last! A quality replacement mouse at a bargain price complete with mouse mat. The 260dpi resolution mouse is 100 per cent Amiga (and Atari ST) compatible and both buttons are fully micro-switched for maximum reliability and performance. The tastefully-coloured neoprene mouse mat, essential for keeping your mouse free of dust and dirt, is 5mm thick and has a non-slip backing surface.

Description	Mouse 'n' Mat		
Order code	AFMM	AF Price	£12.99

Helm



A true multimedia authoring system, *Helm* earned 91% in *AF53*. Create image editors, databases, information managers, presentations or educational courseware. *Helm* is an authoring system *and* a graphics program, combining paint and image processing tools with a scripting language, a hypermedia database manager and user interface objects.

	Helm		
Order code	AMF503	AF Price	£99.95

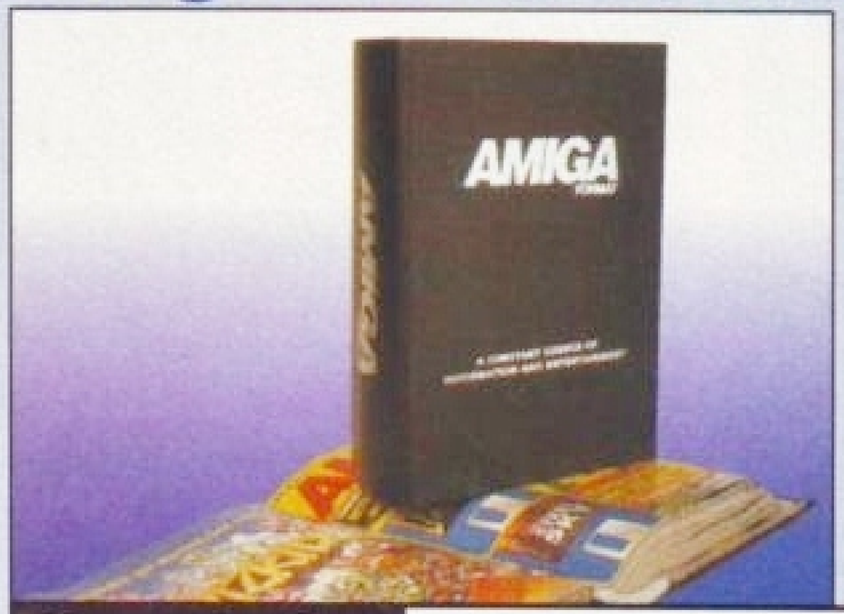
Super CD^{32} Control Pad



If your original CD^{32} control pad is feeling its age, or you just want an additional pad, you need The Super CD^{32} Control Pad from Competition Pro. With turbo fire, auto fire and slow motion features, the pad is also perfect for Amiga games.

Description	CD^{32} Control Pad		
Order code	AMFCPP	AF Price	£19.99

Amiga Format Binder



If your magazines live in large piles on the floor, and you can never find the one you want, then keep your *Amiga Format* collection neat and tidy with these practical, yet stylish black-and-silver *AF* binders.

***AF* top tip: buy two!**

Description	Binders		
One binder	AF108	AF Price	£5.99
Two binders	AF109	AF Price	£9.99

Exclusive *AF* Sweatshirts



At last! By public demand, we are delighted to offer these high-quality black sweatshirts discretely enhanced with the *AF* logo. Perfect apparel for those social occasions where what you wear says more about you than credit cards ever can. Available in large only (fits up to 44-inch chest) the *AF* sweatshirt is a tasteful blend of 70 per cent cotton and 30 per cent polyester. Models not included (fortunately).

Description	*AF* Sweatshirt		
Order code	AFSWEA	AF Price	£12.99

Aladdin



This Disney-inspired platform adventure not only looks great, but it also plays brilliantly and earned a glowing *Format* Gold award in *AF66*. And now *Aladdin* can be yours for £10 off the RRP. *Amiga Format* games editor was so enchanted by *Aladdin*'s spell that he wrote: "It's just like being a real baggy-trousered sword-wielding little man in a cartoon in Khartoum. Or somewhere."

● **A1200 only**

Description	Aladdin		
Black code	AFAL	AF Price	£16.99

Communicator III

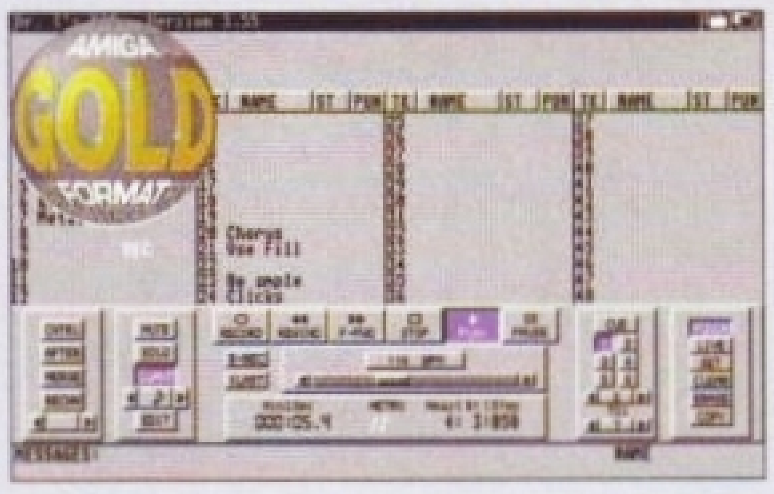


If you have a CD^{32} and an Amiga then with Communicator you can use your CD^{32} as a CD-ROM – and it brings many new features including *AGA Viewer* (view CD pictures and animations in 16.7 million colours), Virtual CD (select which menu the CD boots with) and more. Comes with software and leads to connect to the serial port.

Communicator needs at least 1Mb Chip RAM and Kickstart 2 or 3.

Description	Communicator III		
CIII code	AMF505	AF Price	£69.99

KCS 3.5 Level II

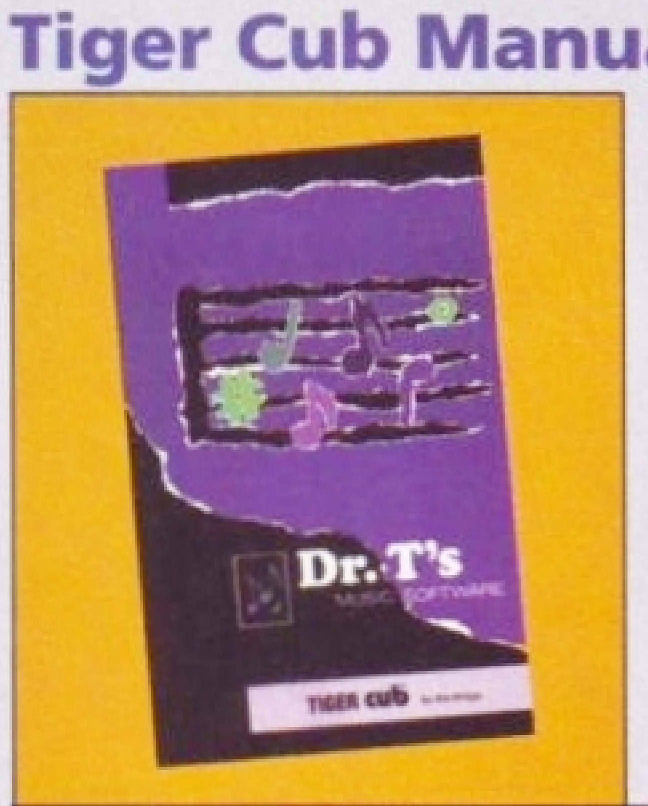


When we reviewed this incredible music package (*AF29*) we awarded it the coveted Gold rating (a whacking 92%) and that was with a retail price of £279. We said: "Contains all the elements you could possibly need to use your Amiga in a serious environment." *KCS 3.5* is much more than just a sequencer, it also contains a whole host of functions, in a multi-program environment (MPE), to allow you a great deal of flexibility in creating music: record notes in *KCS*, edit them in *Tiger* and print out your score using *Quickscore*.

****KCS 3.5* requires 1Mb RAM, although 2Mb, a hard drive and a MIDI interface is recommended.**

Description	KCS 3.5 Level II		
Order code	AMFKCS	AF Price	£69.99

Tiger Cub Manual

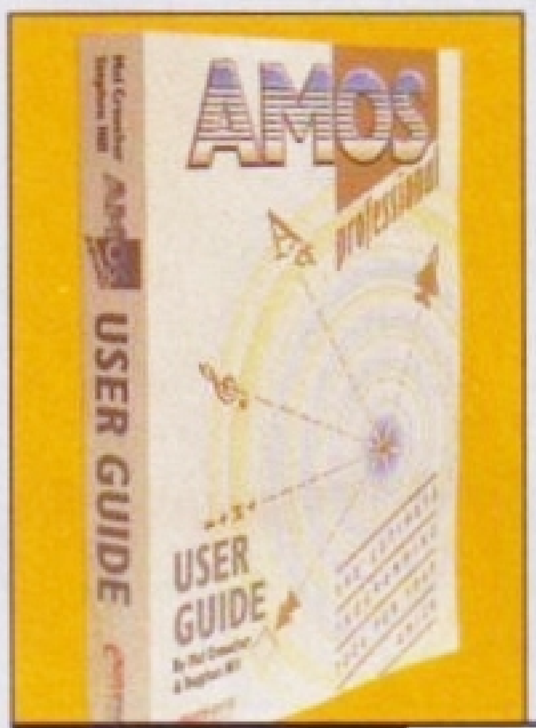


To get the most from your excellent *Tiger Cub* Coverdisk (*AF66*), we are offering the official 100-page manual from Dr T's Music Software for the special price of just £9.99.

Featuring in-depth articles on getting started, the tape recorder, the graphic editing display, menus, instruments, drum kits, quickscore, tables of assignments and much, much more.

Description	Tiger Cub Manual		
Order code	AFTCM	AF Price	£9.99

AMOS Professional User Guide

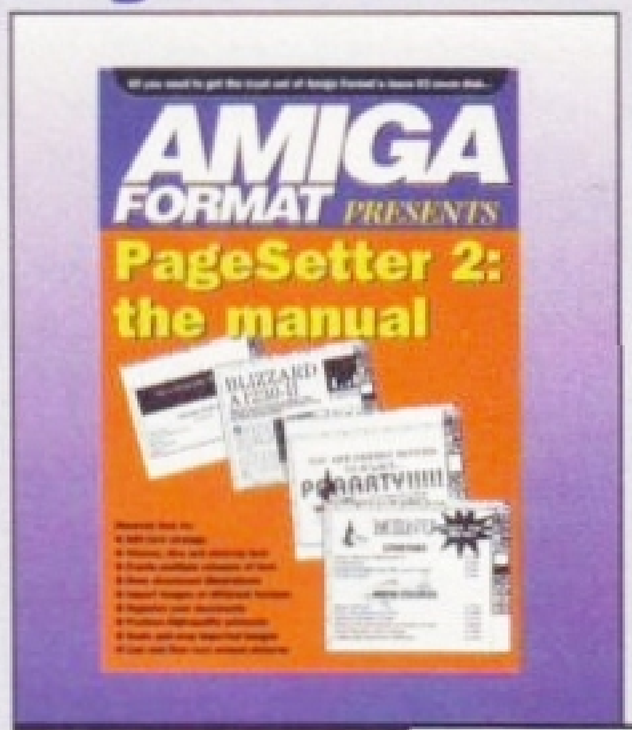


This is the official manual for our wonderful *AMOS Professional* Coverdisk from *AF67*. The 650 pages gently introduce new users to the delights of programming in *AMOS* (97%, *AF40*) and then guide them through the many advanced features of this truly astonishing programming package.

Co-authored by industry guru Mel Croucher, this reader-friendly official manual contains all the essential information you'll need to get the most from our remarkable *AMOS Professional* Coverdisk.

Description	AMOS Pro Manual		
Order code	AMFAPRM	AF Price	£17.99

PageSetter 2: The Manual



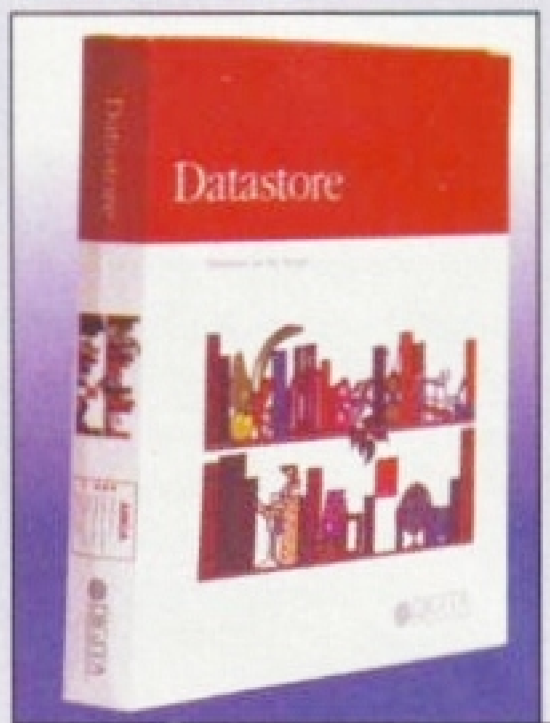
To enjoy the full benefits of the brilliant *AF63 PageSetter 2* Coverdisk, you need the official manual. Learn how to design, create and print your own leaflets, posters, party invites and stationery with in-depth tutorials.

The manual also contains information on importing format images, formatting text, drawing structured illustrations and a full listing of keyboard shortcuts.

With our Coverdisk and the full manual a whole new world of Amiga design and desktop publishing will open up before you.

Description	PageSetter 2: The Manual		
Order code	AFM/PSM	AF Price	£9.99

Datastore

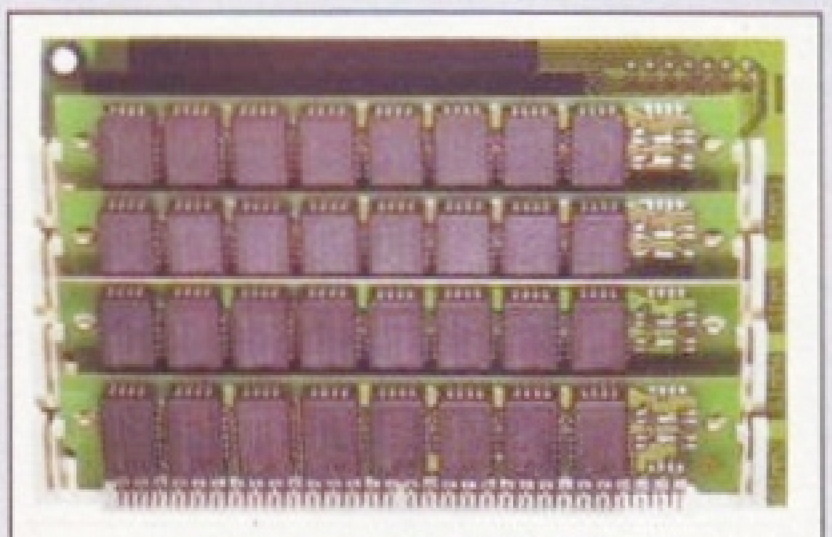


The full version of our tremendous *AF68* Coverdisk is available now. *Datastore* is a revolutionary database, which is accessible, sophisticated and powerful, yet easy to use. The number of records is limited only by the amount of RAM you have available (minimum requirement 1Mb with WB2 or 3).

Easystart templates that come with the package include Club Membership, Recipes, Address Book, and a complete up-to-date *Amiga Format* Magazine Guide. Many commands are performed simply by clicking on icons, and multiple file editing allows several databases to be opened simultaneously. A ground-breaking release.

Description	Datastore		
Order code	AFDAST	AF Price	£49.99

A500+ And A600 1Mb RAM Upgrades

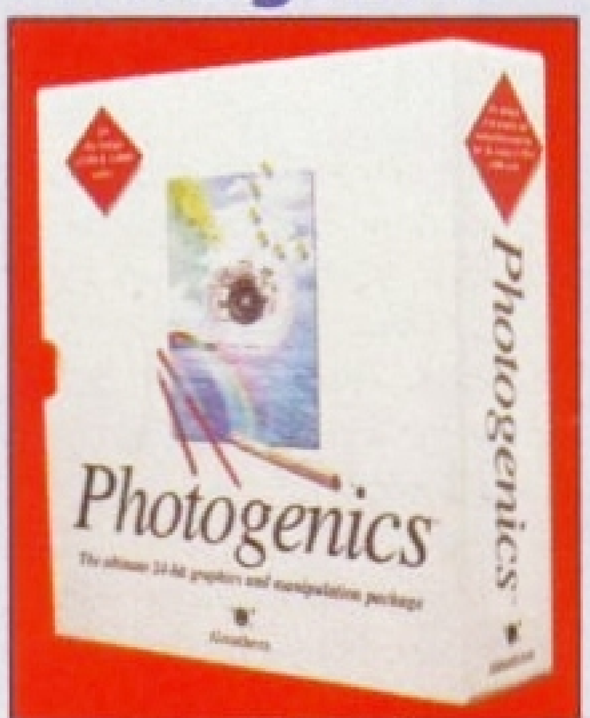


A600 version shown

If you have less than 2Mb RAM, you are at a serious disadvantage, so take this opportunity to upgrade at an astonishingly low price. These boards for the A500 Plus and A600 simply plug into the Amiga's trapdoor connector. They are built to the highest standards and are fully guaranteed for a year. Upgrading to 2Mb will give both your machine and your productivity a boost.

Description	A600/A500+ 1Mb RAM Upgrade		
A600 code	AF6H1M	AF Price	£29.99
A500+ code	AF5P1M	AF Price	£29.99

Photogenics

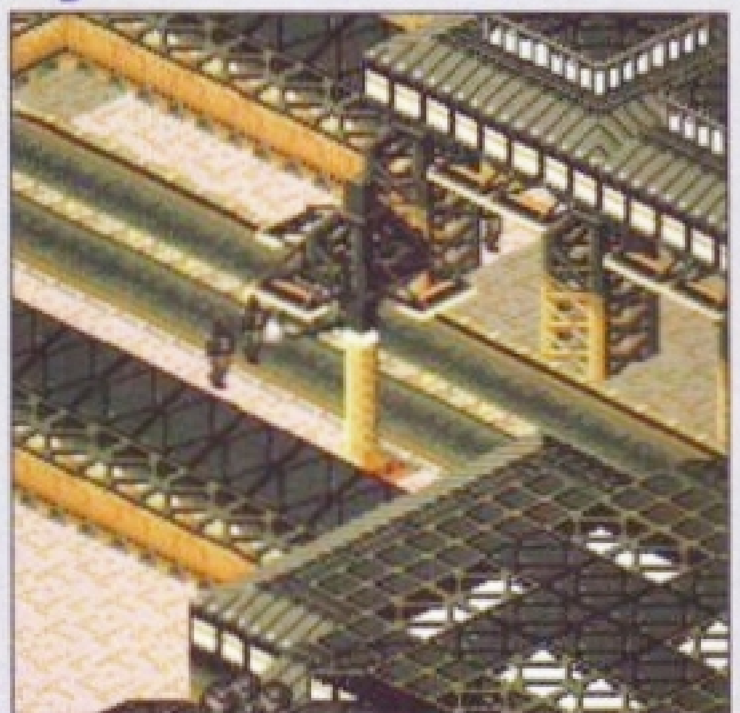


There can't be a single Amiga owner who isn't aware of this package and the incredible impact it's had on the Amiga scene. Read our review in *AF68*, try our exclusive Coverdisk demo from *AF69* and prepare to be amazed.

The most talked-about Amiga image manipulation package ever also brings you the creative freedom of a traditional paint program. Amazingly, *Photogenics* does NOT require a 24-bit graphics board but runs on an Amiga with 2Mb of Chip RAM and Kickstart 3.0 or higher. An AGA chip set is required for colour display.

Description	Photogenics		
Order code	AMF508	AF Price	£54.95

Syndicate American Revolt Missions



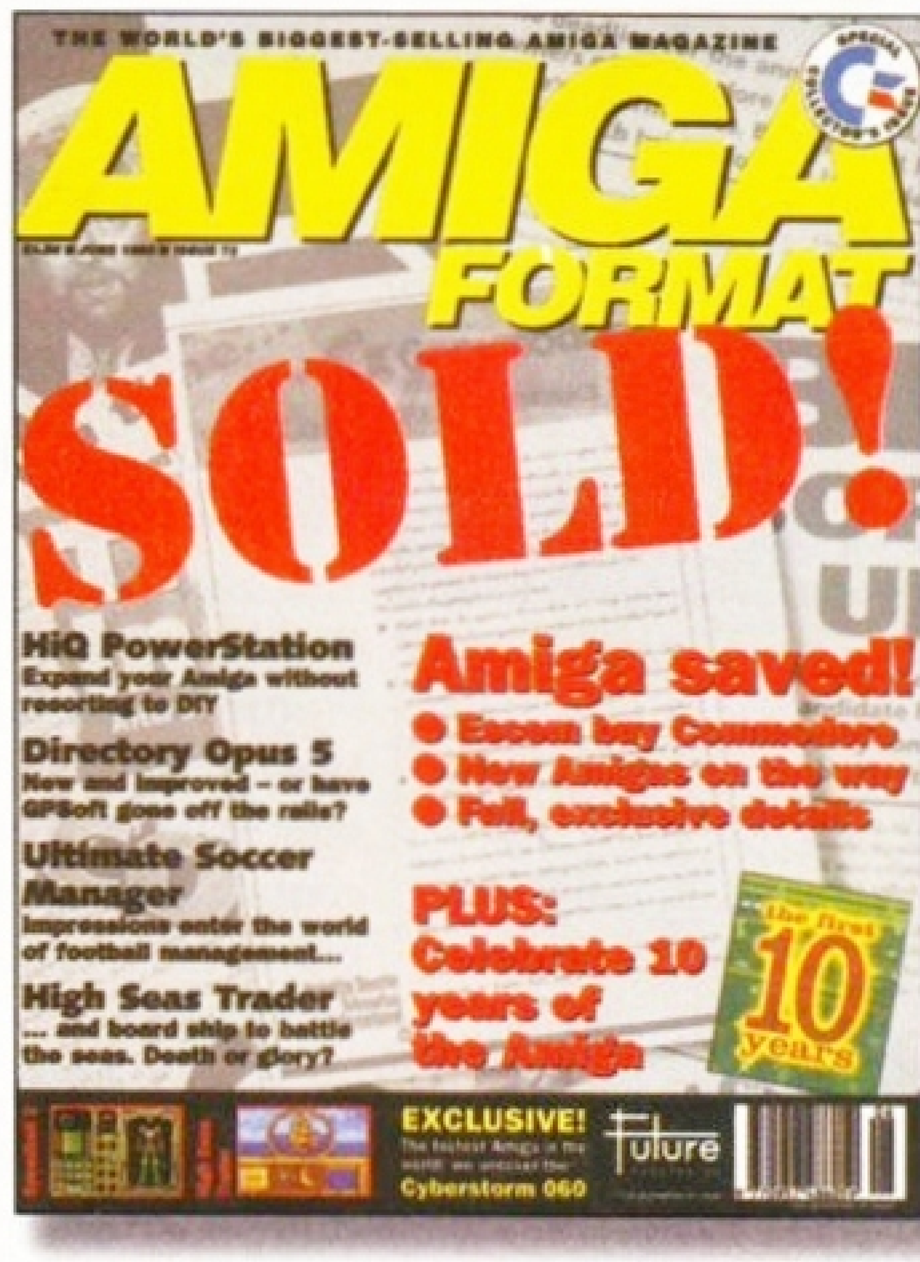
If you thought the original *Syndicate* (91%, *AF49*) was tough, the *American Revolt Missions Disk* will test your skills to the absolute limit in a series of 21 fiendishly difficult missions. You can't buy this disk in the shops or from any other magazine, but you need a copy of the original four-disk game to use the *Missions Disk*.

Description	Syndicate Missions Disk		
Order code	AMFDSD	AF Price	£12.99

Collector's special

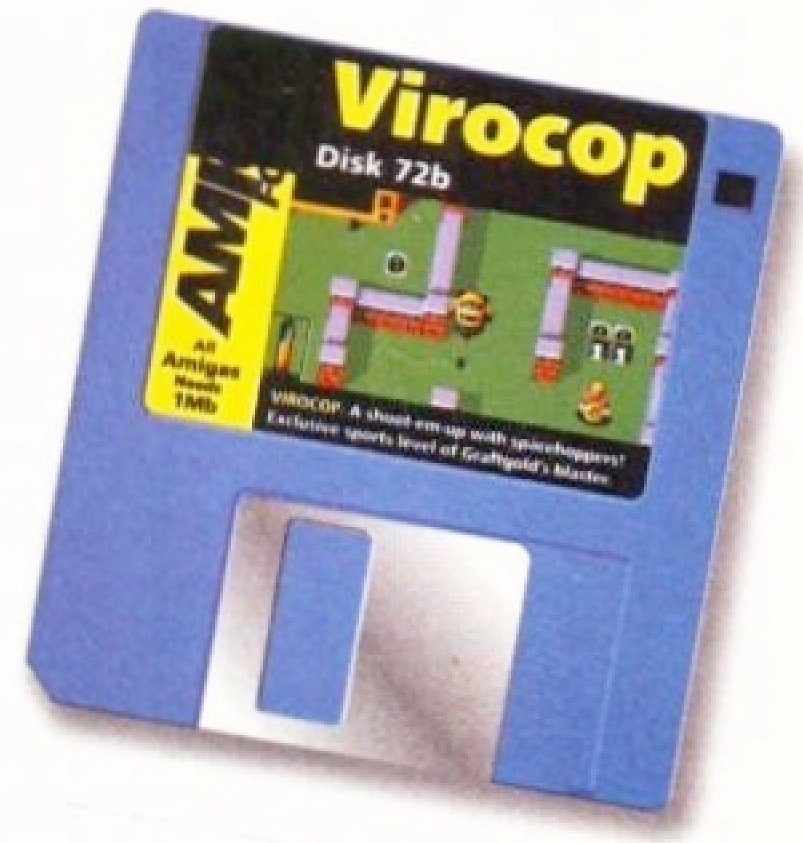
For just £5 you can treat yourself to a back issue of *Amiga Format* complete with creative Coverdisk programs and the best game demos, or discover one of our special editions.





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Add JPEG support to all your graphics software and create interactive story books.



Virocop

Revel in Graftgold's latest game sensation – the only shoot-em-up with spacehoppers. And moles.

If you missed our Amiga 10th birthday special, turn to page 137 NOW!

MORE GREAT ISSUES

AF71 — May 1995
Coverdisks: Make music with the full version of *Bars&Pipes Professional* and thrill to our *Death Mask* and *Alien Breed 3D* alien-blasting demos.

AF70 — April 1995
Coverdisks: *Wordworth AFC*, an exclusive version of the outstanding *Wordworth* word processor, plus *King Pin* and *Bubble 'n' Squeak* game demos.

AF69 — March 1995
Coverdisks: Exclusive demo of the incredible 95 per cent-rated *Photogenics* image processing program plus *Super League Manager* game demo.

AF68 — February 1995
Coverdisks: Special demo version of Digita's new *Datastore* database and four action-packed levels from Sensible's sensational *Cannon Fodder 2*.

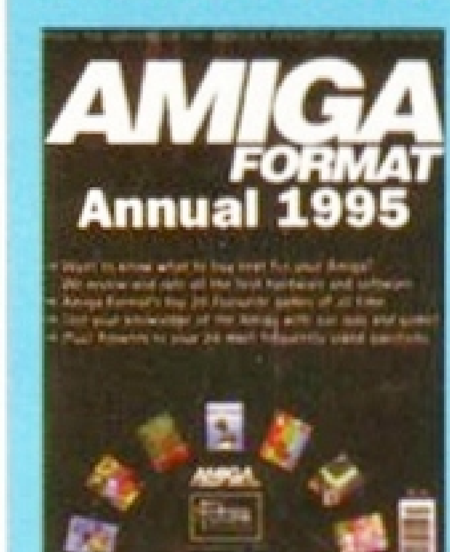
AF67 — January 1995
Coverdisks: Three-disk special edition featuring the full *AMOS Professional* worth £50, *Sensible World Of Soccer*, *ATR* and *Lion King* demos.

AF66 — December 1994
Coverdisks: Complete *Tiger Cub* music package worth £60, plus a demo of Binary Asylum's fabulous helicopter shoot-em-up *Zeewolf*.

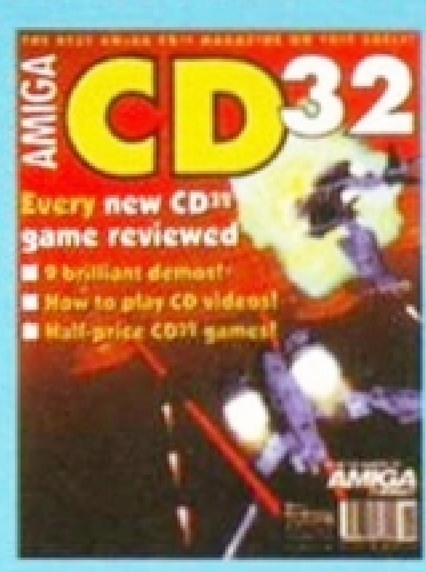
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Coverdisks: Three-disk special! Full version of *InterSpread* spreadsheet program worth £20 plus *DemoManiac* and *DreamWeb* demos.

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Coverdisks: Get the best out of Workbench with the excellent *DiskMaster 2* utility, and experience the moody might of our magnificent *Beneath A Steel Sky* game demo.

...AND FOR A SPECIAL TREAT



THE AMIGA FORMAT ANNUAL 1995
The ultimate buyers' guide to Amiga programs and add-ons – every essential piece of hardware and software reviewed, rated and explained by experts.



AMIGA CD³² ISSUE 1
This magazine was written by Amiga games experts and carries comprehensive reviews of the best available on disc. The mag has a Coverdisc packed with game demos, plus in-depth features on FMV and the SX-1 and many other aspects of the CD³². Essential.

Other *AF* Specials still available are:

No. 9 Beginners' Guide
Everything you need to know to get started with your Amiga.

No. 8 *Amiga Format* Annual 1994
Expert analysis of what 1994 had in store for Commodore and the Amiga.

No. 7 Games Special
The essential Amiga games guide. Packed with features and interviews.

No. 6 Good Hardware Guide
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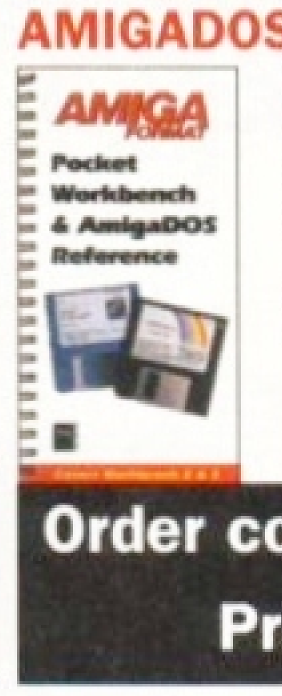
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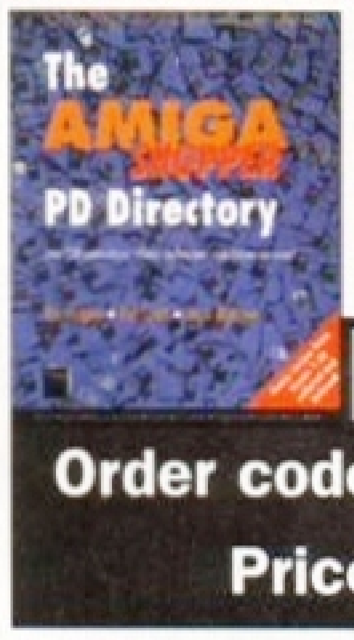


Workbench and *AmigaDOS* can be confusing, unless you've got help. This pocket guide is spiral bound to lie flat while you use it and is an indispensable companion.

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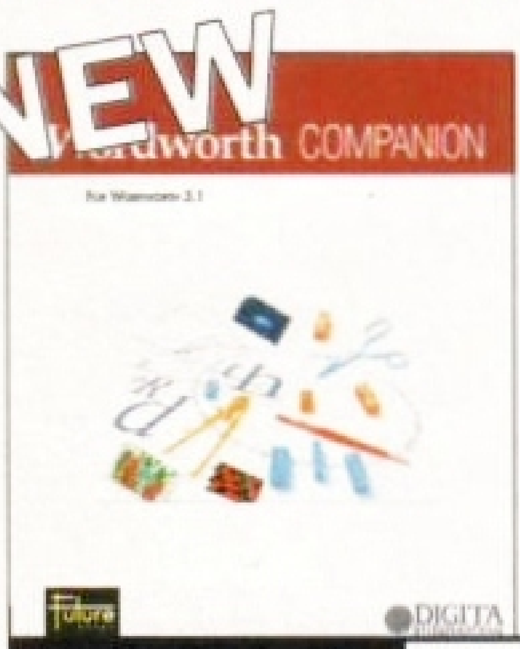


A comprehensive PD directory. Within its pages you'll find over 700 applications, utilities and programs for your Amiga.

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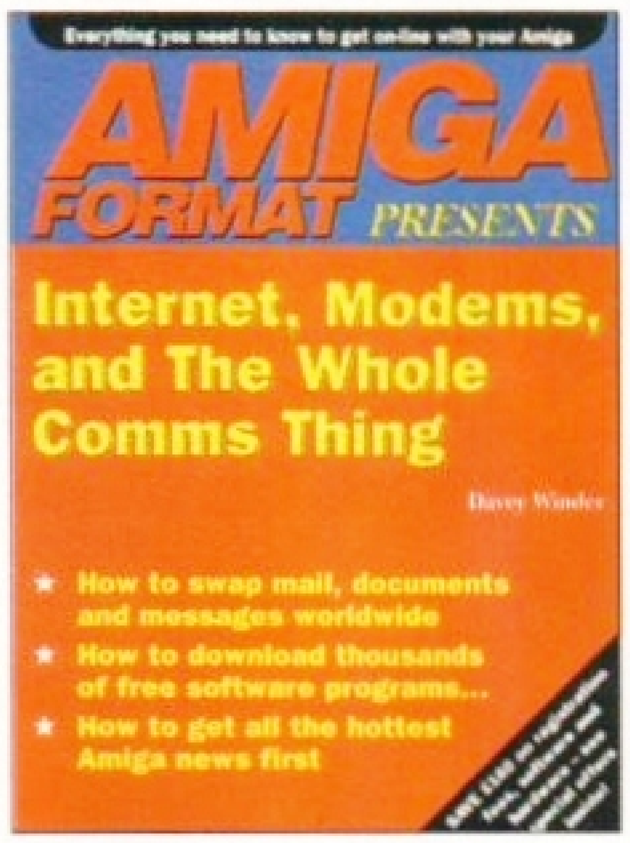
WORDWORTH COMPANION



This comprehensive guide to the excellent *Wordworth* word processing package was written by DTP and word processing expert Larry Hickmott with the full support of Digita International. *The Wordworth Companion* contains in-depth explanations on every aspect of the software and includes a bonus disk packed with fonts and clip art.

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INTERNET, MODEMS AND THE WHOLE COMMS THING

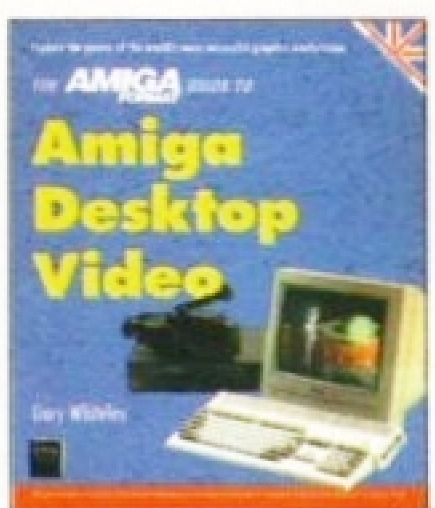


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- ★ Bulletin Board Systems: what are they, who runs them, what do they do and how are they run?
- ★ You've got an Amiga and you've got a modem – now how do you make them talk to each other?
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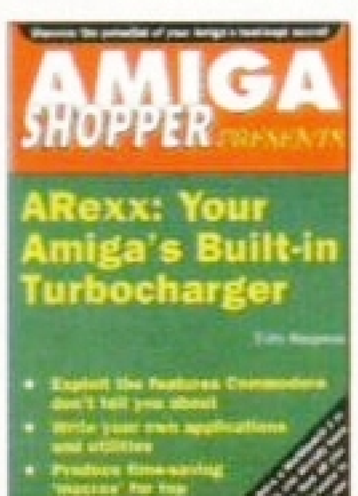
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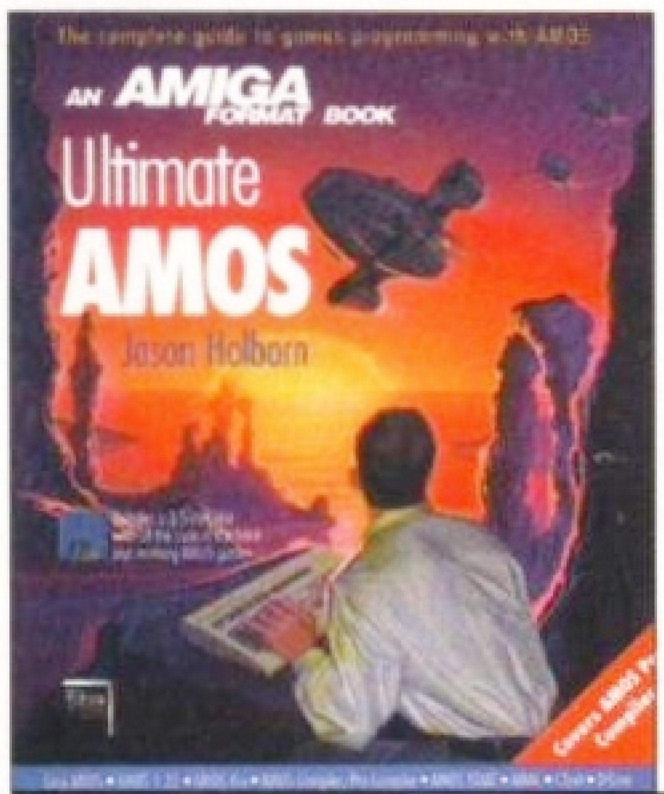
AREXX



ARexx could be your Amiga's most important asset. It's a powerful programming language in its own right and it lets you create time-saving scripts for the increasing number of commercial programs that support it. In fact, *ARexx* is purpose built for multitasking operations, just like your Amiga!

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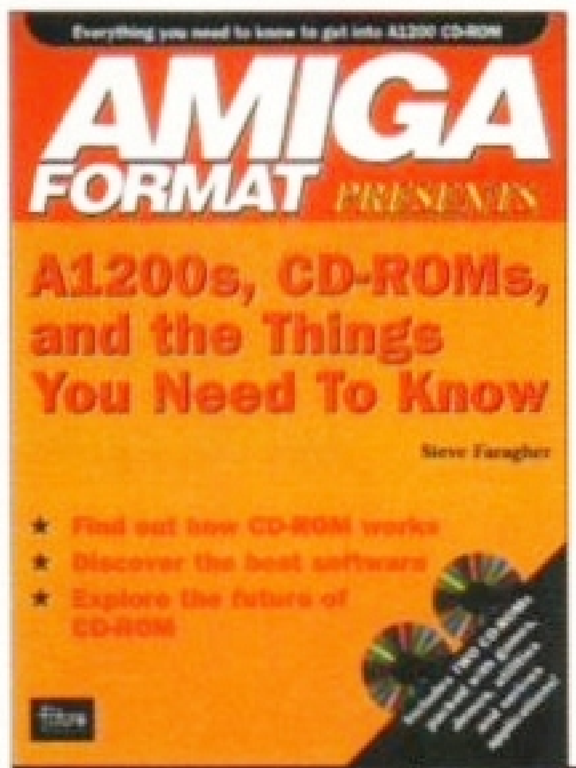
ULTIMATE AMOS



Explore the full potential of *AMOS* with easy-to-understand descriptions, diagrams and dozens of example *AMOS* routines. All you need to produce your own Amiga games is a smattering of *BASIC* knowledge, *AMOS* – and this 400-page book! It includes a disk with all the author's routines and four skeleton games.

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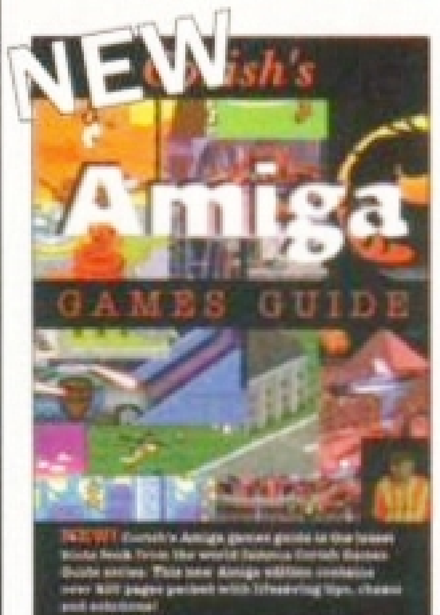


This new book tells you everything you'll need to know about CD-ROM, how it works, and industry plans to exploit its full potential.

PLUS TWO CD-ROMS!
Included in the book are two CD-ROMs packed with hundreds of megabytes of useful utilities.

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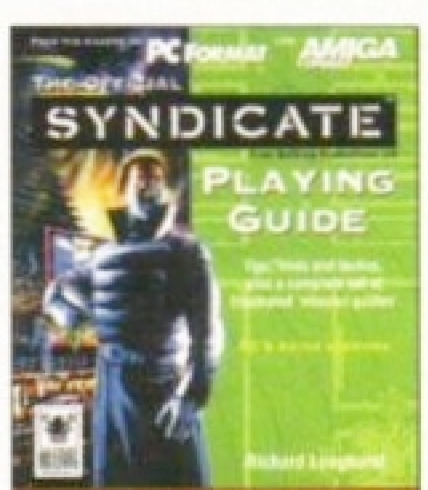
CORISH'S AMIGA GAMES GUIDE



Corish's Amiga Games Guide is the latest hints and tips book from the world-famous *Corish Games Guide* series. This new edition has more than 400 pages packed with lifesaving tips, cheats and solutions.

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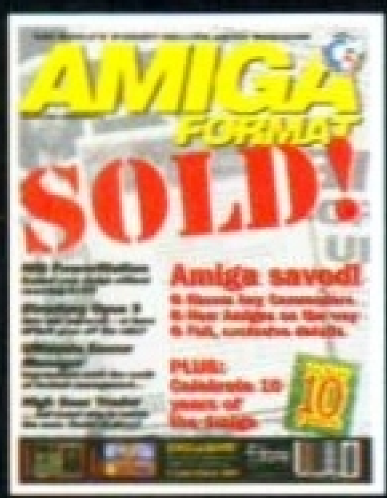
SYNDICATE PLAYING GUIDE



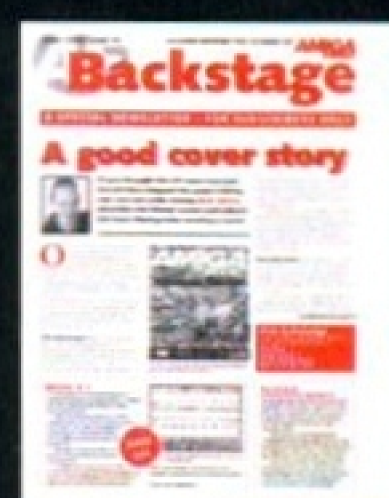
Find out how it's done with this *Syndicate Playing Guide*. You'll find full walk-through instructions and grabs of the key moments for all 50 missions of *Syndicate*. Now there's no excuse for losing!

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You know, it's a funny old world. Only last month we were dismayed to have to put up the price of *Amiga Format* to £4.50 because of the price of trees. However, if you bypass the newsagent, you can save 44 pence an issue and have the world's best Amiga magazine delivered to your door. Now, if you take 44 pence from £4.50 it leaves £4.06, just seven pence more than the *AF* cover price before the increase. So, what do you get for your 7p? Well, there's 12 issues of *Amiga Format* delivered to your door at a rate of one a month, plus two Coverdisks featuring the best creative programs and the latest game demos. Then there's *Backstage*, our subscribers-only newsletter packed with lively debate, behind the scenes news, special offers and competitions. Plus the totally remarkable Subscribers' Superdisk, an extra disk featuring the best PD utilities and games hand-picked by the *AF* team. Subscribe to the *Amiga Format* experience – it's the best 44 pence you'll ever save.





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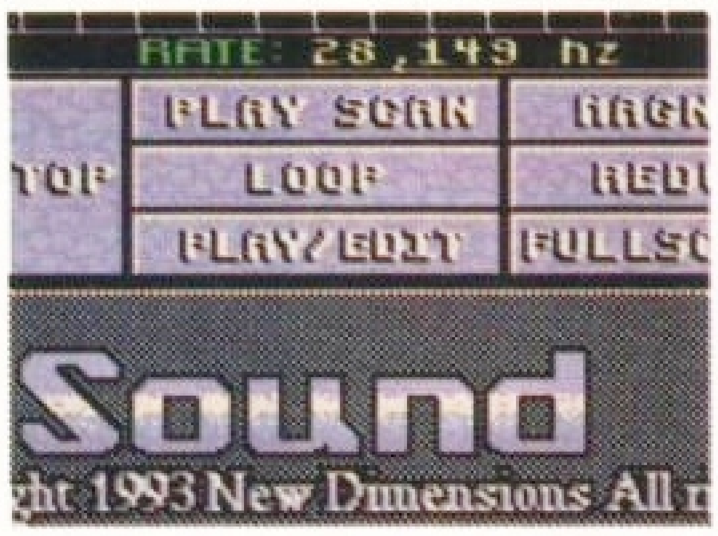
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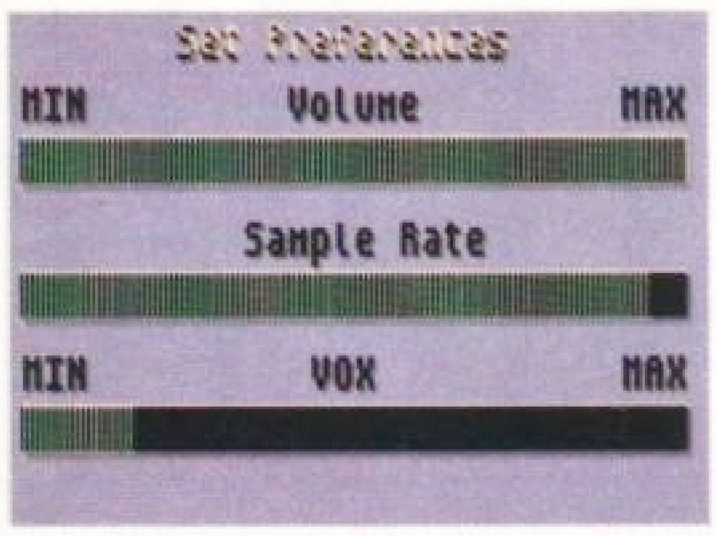
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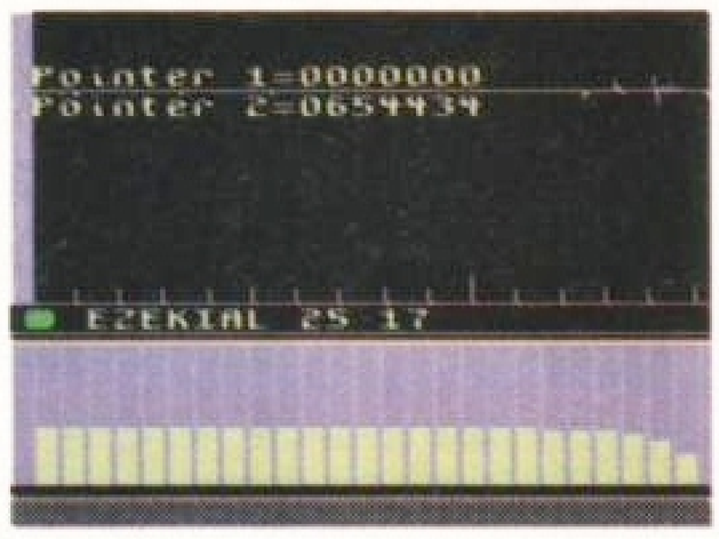
AMIGA FORMAT COVERDISKS

WITH THIS MONTH'S COVERDISKS YOU CAN...









Explore the amazing music machine that is your Amiga with the truly wonderful *Technosound Turbo 2*.









Thrash around with a bit of rough in our exclusive five-hole demo of the new, improved *Sensible Golf*.



Sensible Golf

Steve Bradley (the bloke who knows his birdies from his bunkers) shows you how to get in the swing of *Sensible Golf*.



Click at the top of the blue for the full shot and again in the red for a straight shot. The left yellow bit hooks, the right slices. The rest misses.



In a tournament situation, you may wish to change outfits every day to suit the sponsor. Or you might just fancy a new pair of trousers.

THE SOPHISTICATED METHOD OF CONTROL

You have a joystick or a joypad. You haven't? Terribly bad luck. To view the course, press and hold Fire and shift the shaft, if you will. Press Fire again to return to normality. Now press Fire to bring up the swingometer, as they say.

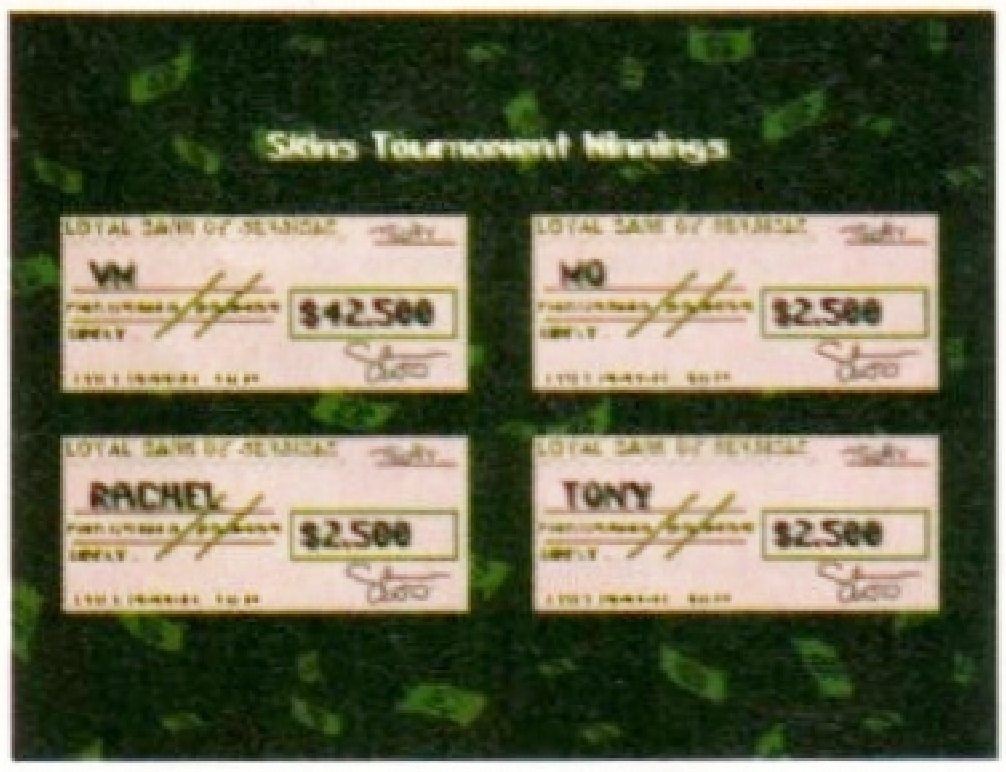
It's back. After six months of tweaking, gardening and generally improving their swing, Sensible are ready to unleash their final (?) Amiga game. And after the, admittedly, rather average Coverdisk demo from November of last year, they are understandably keen to set the record straight. Our exclusive five-hole demo, set in the lush pastures of Bath Waters, is a considerable improvement on the last effort and after a little practice, an extremely addictive experience.

Sensible Golf is quite distinct from other golf games. The only wind you battle against is on the nineteenth hole, and it's far more of an arcade

The hits just keep on coming. Once again we've searched high and low to bring you two of the finest Coverdisk programs imaginable. You lucky, lucky people.



Hanky Tastic is a Michael-taking observation, care of the Amiga. If you swing and miss a few times, you're often party to a sarcastic round of applause.



The Loyal Bank Of Sensible promises to pay the bearer very little, if truth be known.

affair than your *PGA Tours*, if you will. You really have to play around (boom boom) with it for a while, trying out different clubs and testing the distances you can hit balls.

As often as not, the clubs you are offered are not the best ones to use, particularly when you take the walk to the first tee. Trying to hop over the water on the first hole with a four iron isn't the easiest shot to play, though, if you're tackling the Wicked CPU players, they can manage it. So, this observer reckons that you should take it easy – don't go for wildly optimistic shots, take the safe route and practice keeping a straight line.

The CPU players can be incredibly stupid, continually crunching balls into lakes or trees, but they inevitably come up with blinding second shots to recover.

Our demo features the Skins option where you play for money on each hole and collect a cheque at the end. The full game will have Matchplay, Strokeplay, Fourball and Foursome options and Tournament Seasons. Also included are 25 courses and up to 72 can play at once, but hey, who has that many friends?

Technosound Turbo 2 overleaf ➡

A FAIRWAY TO GO



The first hole looks an easy par three. But no. To make the green with a three or four iron, you must hit the ball spot on or the water beckons. Try a three wood and give it full welly. You might hit the bunker but it's better than dropping a shot in the pond.



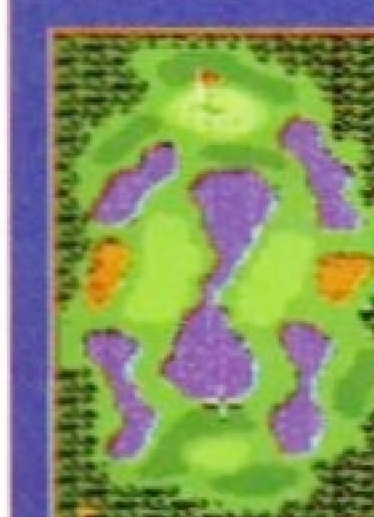
Use the one wood for the second hole and crack it to the top of the right fairway. Don't try to hop the lake. Good contact sees you in a fair position for an iron shot to the pin but beware the trees to the right. And the stump. A comfortable par four.



You can knock it over the trees from the third tee but it's safer to clock a two iron to the edge of the fairway. Then crack a three iron over the trees to the green. The safer option is to go for par (four) – play to the edge of the next fairway and pitch to the flag.



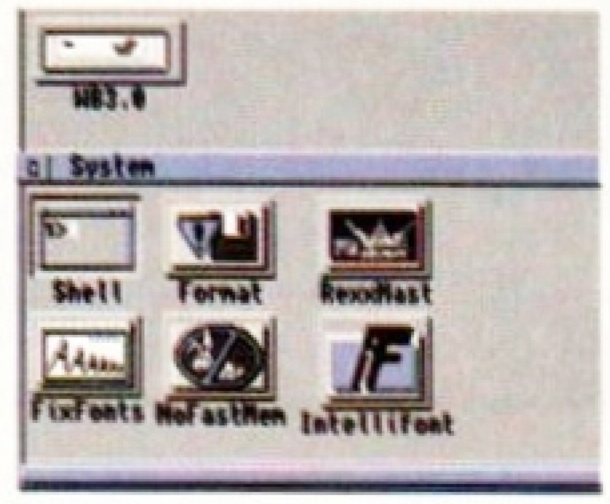
You won't reach the green on this par four with your first drive. The safest route is to knock it to the end of either fairway using a three iron or five wood before chipping on to the green. A pretty easy birdie lies in wait.



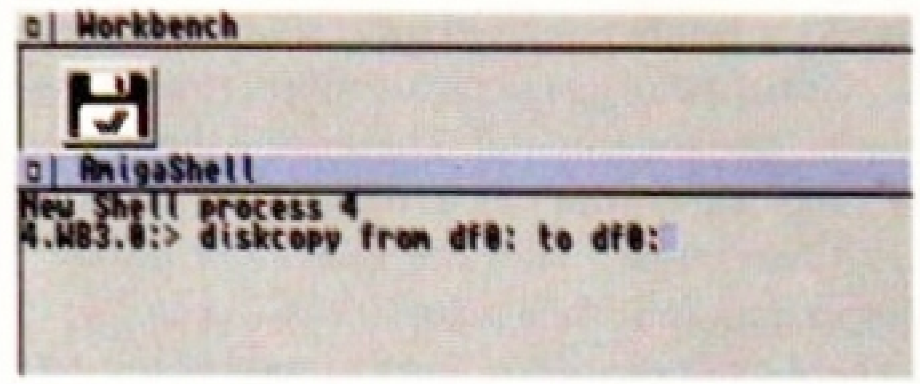
The fifth is a fairly easy hole to play, providing it's approached with care. Two small fairways surround the central lake. Thwack to the left one with a five wood or three iron and chip on to the green on your second shot. Good chance for an eagle.

BACKING UP YOUR COVERDISK

Copying your Coverdisk is very simple. Just follow the stages below...

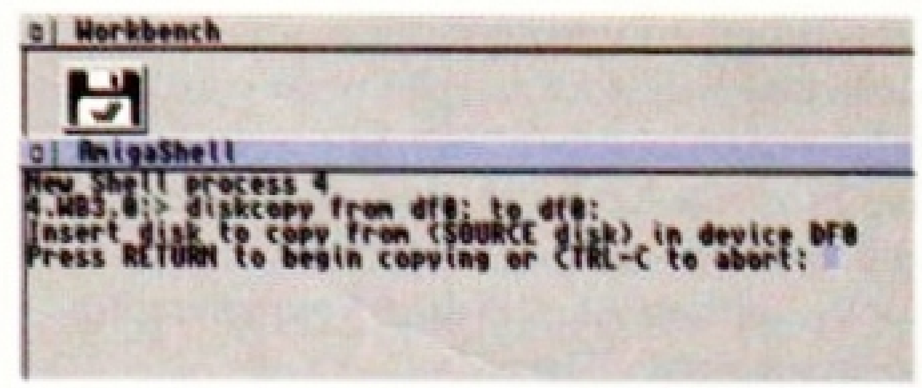


1 Boot up with your Workbench disk, and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

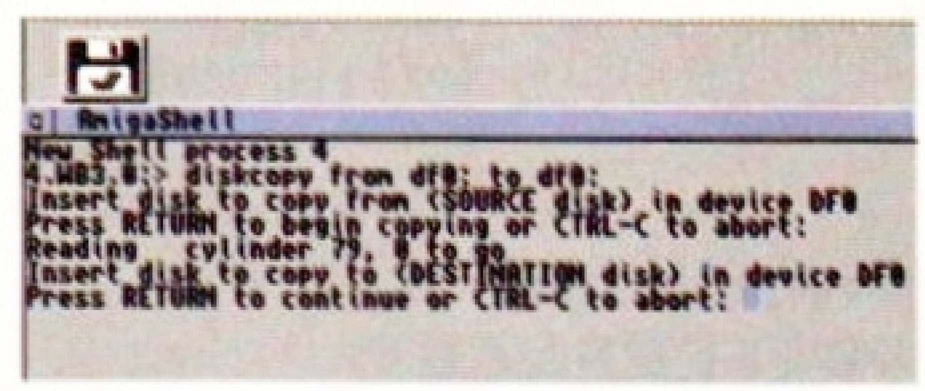


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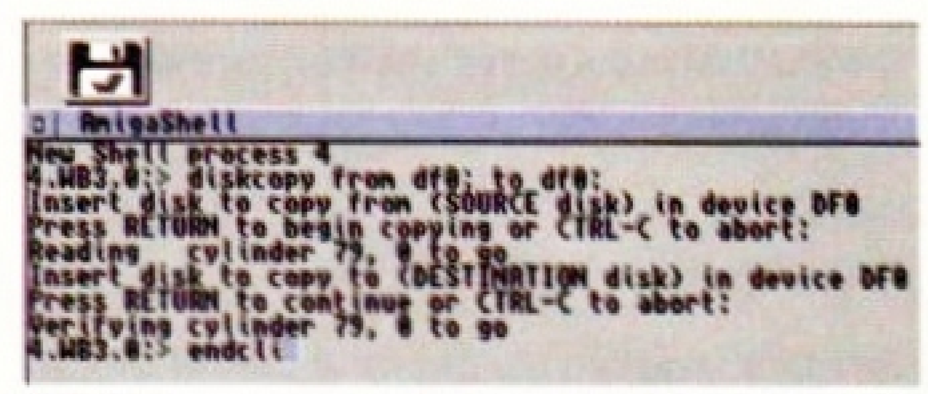
DISKCOPY FROM DFO: TO DFO:



3 When asked for the source disk, insert the Coverdisk and press Return. All of the information on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the destination disk. Insert the disk you want to copy to and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type *Endcli* to close down the Shell. Your copy is complete.

DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any data loss or other damage occurring during its use. If your disk is faulty, send it back, including a stamped addressed envelope for a free replacement to:

***Amiga Format* (insert the name of the disk) Disk, DisCopy Labs Ltd, PO Box 21, Daventry, NN11 5RT.**



Technosound

Music man Graeme Sandiford tunes up, turns on and drops in on *Technosound Turbo 2*. Follow these instructions to find out how get started with our sensational sample editor Coverdisk.

Ahh, I remember the good old days of audio sampling when you'd spend hours hunched over your dad's stereo just to get a crackly sound that vaguely sounded like the original. Then came the software that could make your voice sound like a dalek's. Things have moved on quite a way since those halcyon days and *Technosound Turbo 2* is an excellent example of the current state of the art of sound manipulation software.

Because this is the complete version of the software you'll have full access to *Technosound Turbo 2*'s highly impressive range of tools. You'll be able to play back your samples from hard disk, apply a variety of special effects, edit and mix samples, create hard disk playback sequences, compose music modules and, if you have a sampler, capture samples as well as generating real-time special effects.

The *Technosound Turbo 2* Coverdisk is self-booting and contains all the necessary files to run the program so there are no complicated installation or decompressing instructions for you to follow. However, if you own a hard disk you should take a look at the box on installing *Technosound Turbo 2* to hard disk.

INSTALLING TO HARD DISK

Installing *Technosound Turbo 2* to your hard drive is easy. Once you've inserted the disk in your floppy drive, just copy the program to a folder on your hard disk. To do this, first create a new drawer by pressing <right-Amiga> <N>. Next double-click on the disk and then drag the program's icon to the destination folder. There are some other files that are not visible at the moment, so select Show All from the Workbench Window menu to see them. Now select the following files: demo.track, HDPlaySample, HDPlaySampleNOQUIT and PlaySample. Drag these over to the destination folder. Go to the Libs: directory of your Workbench partition and drag across the files from inside the libs folder on the *Technosound* disk.

EFFECTS MENU



V.DELAY: enables you to add a delay of anything between 1 to 9,999 milliseconds to a sample.

V.ECHO: an echo effect which can also have a value of anything between 1 and 9,999 milliseconds.

V.SYNTHESIS: an effect that raises and lowers the pitch of a sample as it is being recorded.

MAXIMISE: boosts the sample in selected area to its maximum volume.

LOW PASS: filters out high frequency noise (use this!).

AMPLIFY: amplifies the selected area.

SOFTEN: reduces the volume of an area.

FADE IN: fades a sample in.

FADE OUT: the opposite of Fade in.

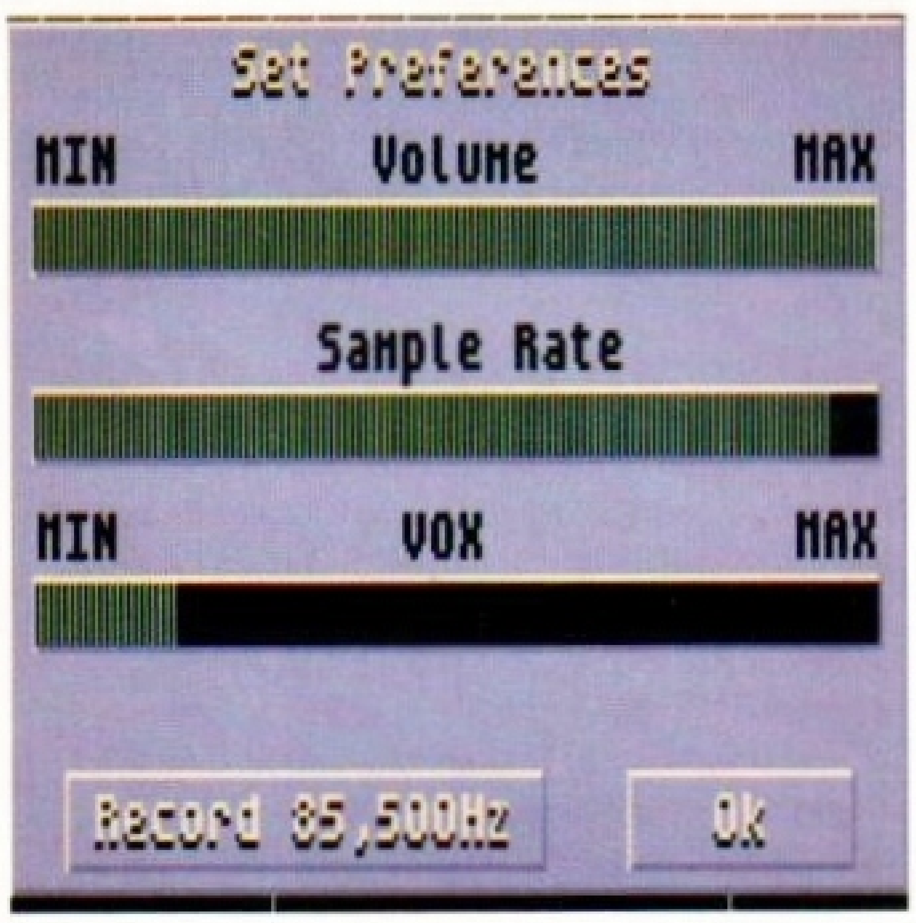
COMPRESS: squashes down the size of the area to half of the original, very useful indeed.

PROGRAM PREFERENCES

VOLUME SETTING: determines how loud samples are recorded and played back.

SAMPLE RATE: the speed at which samples are played and recorded.

VOX LEVEL: determines the strength of signal needed to activate the sampler.



FILE MENU



LOAD WAVE: loads a complete sample from disk. If the sample is too big try using Load Area.

LOAD AREA: loads as much of your sample from disk as will fit in the current area.

LOAD SET: loads sets of samples to the edit list. The Load Set function is accessed by pressing the Edit button on the main screen.

SAVE AREA: save the sample data in the selected area to disk.

SAVE SET: saves all samples in the Edit List to disk as one file.

DELETE: used to delete files from disk.

RAMSCAN: checks RAM for sample data.

PREFERENCES: used to set the program's preferences.

SYSTEM MENU



MODE: switches between mono and stereo modes.

HD RECORD: enables you to save samples straight to hard disk, thereby overcoming memory limitations.

HD REPLAY: plays back samples from hard disk.

SEQUENCER: plays several samples in sequence from hard disk.

HD LOAD: loads HD samples to memory.

HD SAVE: saves a sample to hard disk.

CHIP/FAST: gives you the choice of having samples in either Chip or Fast RAM. The samples must be stored in Chip RAM if you intend to load them into the tracker.

MIDI MODULE: samples can be played by a MIDI keyboard.

Turbo 2

THE TRACKER PROGRAM

COPY: copies the currently displayed pattern to another buffer.

DELETE: can be used to delete a song, pattern or a channel.

PLAYSONG: plays the currently loaded song.

PATTERN: plays the currently selected pattern as a looped sequence.

STOP: stops the current song or pattern that is being played.

LOAD TRAK: loads a track into memory.

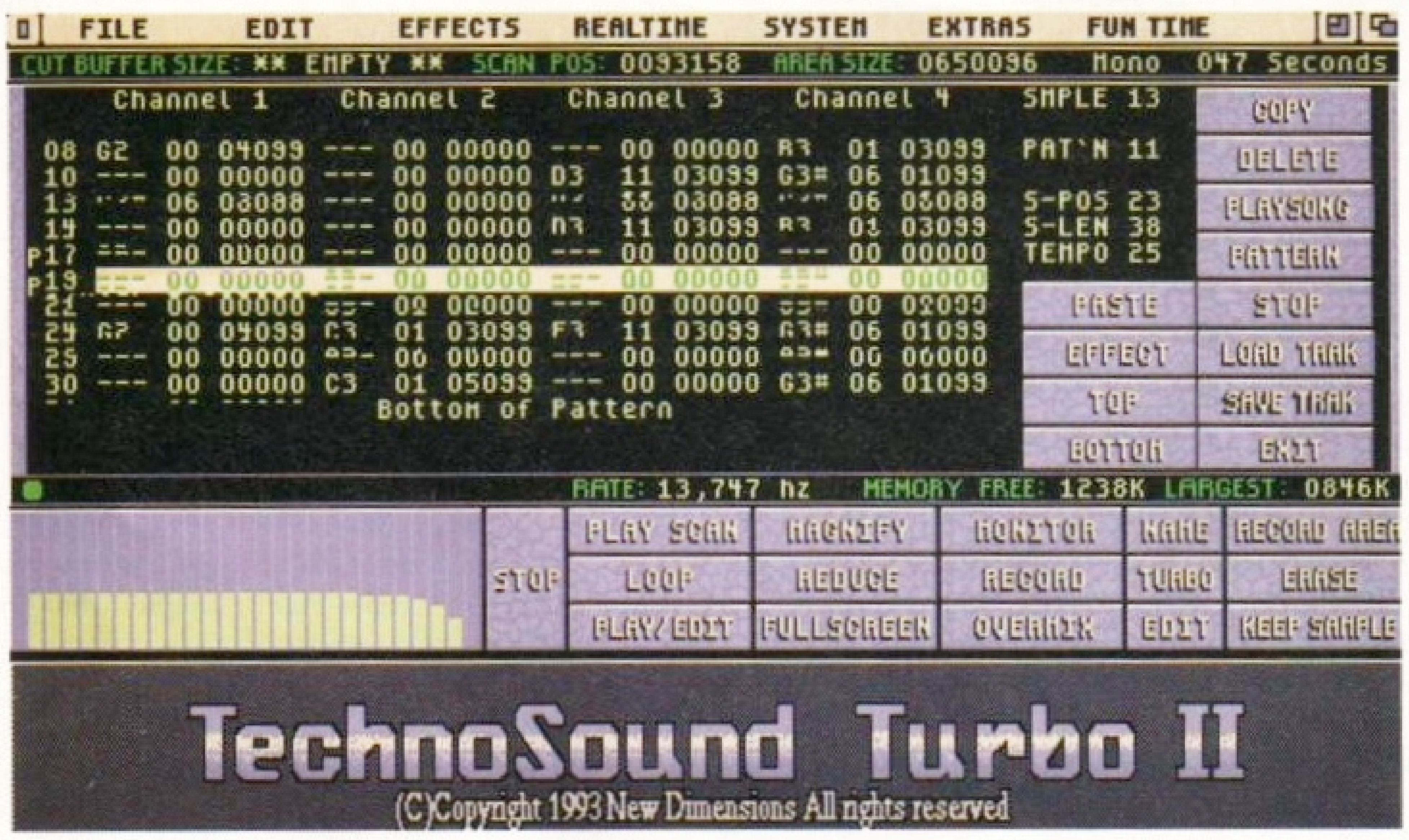
SAVE TRAK: saves current track to disk.

PASTE: pastes pattern in the buffer into the pattern on screen.

EFFECT: controls the way in which the sample is played back.

TOP: takes you to the top of the current pattern.

BOTTOM: goes to the bottom of the pattern.



EXCLUSIVE OFFER

Now that you've tried the excellent *TT2* Coverdisk, why not upgrade to the full package and turn your Amiga into a recording studio? New Dimensions are offering *Amiga Format* readers an exclusive opportunity to buy the *Technosound Turbo 2* digitiser, audio leads and user guide (making up the full package) for just £19.99, including post and package. That's a saving of £20 over the normal RRP of £39.99.

The complete package enables you to add stunning real-time effects to your sound source. You will also be able to record your own samples, add fantastic effects and create your own demos.

New Dimensions are also offering *Amiga Format* readers an exclusive chance to buy the new 8-bit/12-bit *Technosound Turbo 2 Pro* samplers. The 8-bit version costs £29.99 including P&P (save £10) and the 12-bit version costs £59.99 (incl P&P) Also a saving of £10.

Please complete the form below and send to:
New Dimensions, Brooklands House,
Bryngwyn, Raglan, Gwent NP5 2AA
Or phone: 01291 690933

ORDER FORM

PLEASE SEND ME:

- TT2 FULL PACK FOR £19.99 ☐
- TT2 8-BIT PRO FOR £29.99 ☐
- TT2 12-BIT PRO FOR £59.99 ☐

CHEQUES/POSTAL ORDERS PAYABLE TO NEW DIMENSIONS

CREDIT CARD (VISA/ACCESS) NO: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

EXPIRY DATE:

NAME: ____________________

ADDRESS: ____________________

____

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PLEASE ALLOW 7-28 DAYS FOR DELIVERY.

MAIN SCREEN

POINTER AREA: the currently selected area between the left and right pointers.

PLAY SCAN: plays the sample data in the selected area. A scan bar indicates which part of the sample is being played.

LOOP: plays the sample continually to help to create looping samples.

PLAY/EDIT: same as Play Scan, but pointers can be moved as the sample is played.

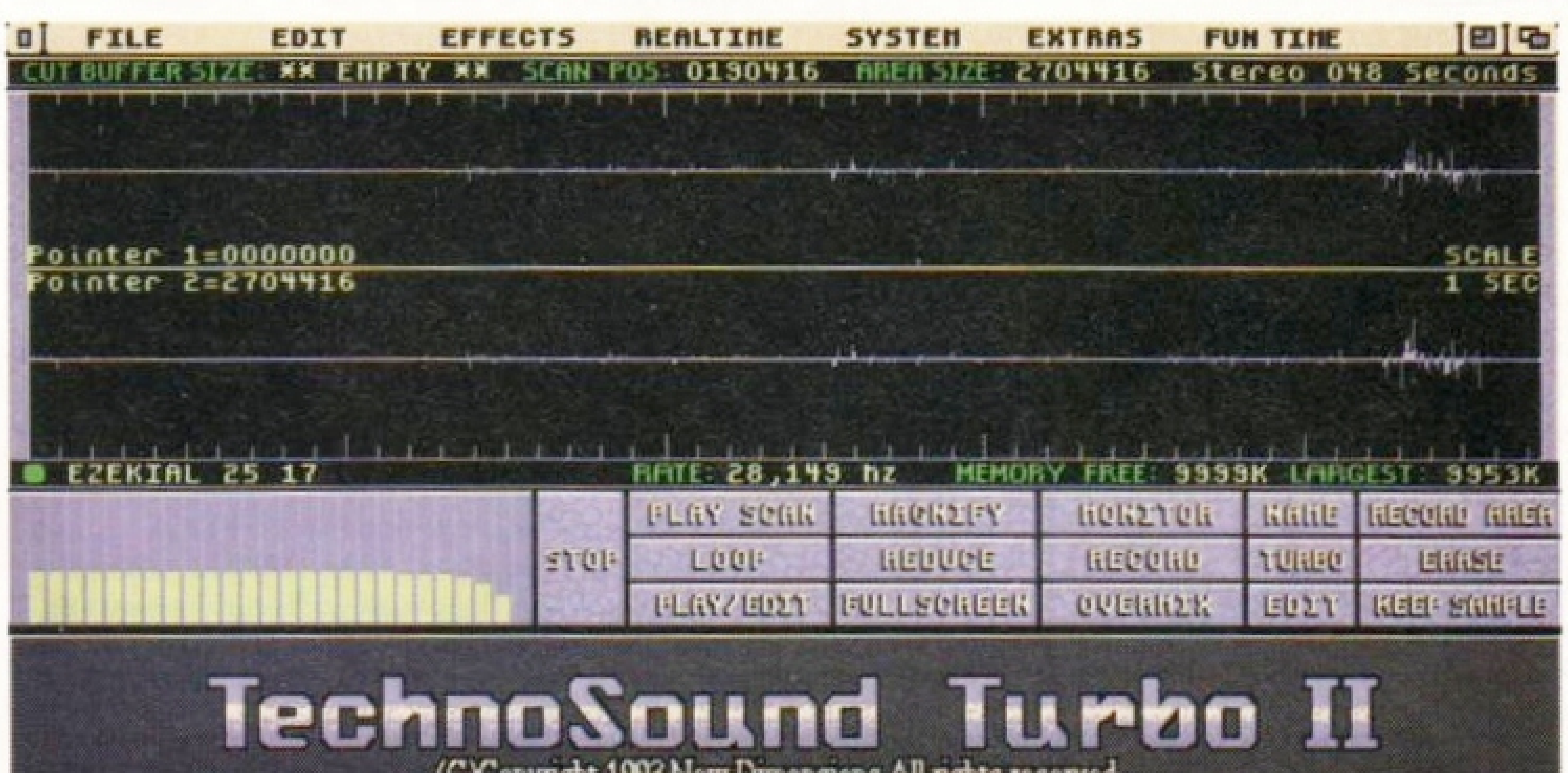
MAGNIFY: enlarges the area between the pointers to fill the screen.

REDUCE: the opposite of Magnify.

FULLSCREEN: returns the pointers to their original positions.

MONITOR: enables you to listen to sounds being picked up by the sampler without actually recording them.

RECORD: brings up the recording panel, clicking Record starts recording immediately, whereas Record VOX activates the sampler as soon as a sound is received.



OVERMIX: superimposes a new sample over the currently selected one in real-time.

NAME: gives sample in memory a name, best used with the Edit List function.

TURBO: this mode displays all of your Amiga's memory on the screen rather than just the area taken up by the current sample.

EDIT: takes you to the Edit List Selector, where samples that have been stored there can be selected by clicking on their name.

RECORD AREA: the same as Record, but restricts the length of the sample to the selected area.

ERASE: Go on, have a guess.

KEEP SAMPLE: adds the sample on screen to the Edit List, this can be the entire sample or just a selected area of it.

AMIGA FORMAT COVERDISKS

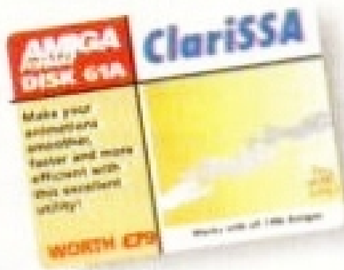
GOT A PROBLEM WITH YOUR COVERDISK?
CALL
0191 584 0682
(MON-FRI 2PM-6.30PM)

EXTRA!



Your Coverdisk should be working fine, but if it's not, these hints, tips and corrections should sort out the problem quickly and easily.

CLARISSA (AF61)



Many of the more advanced features of *ClariSSA* rely on *ARexx* (the scripting language which comes as standard with Kickstart 2 and 3 Amigas). Before running the *ClariSSA* program be sure to start *ARexx* first by double-clicking on the RexxMast icon which is in the System drawer of Workbench. The *ClariSSA* hard disk installer utility appears not to work, but it will if you change the name of the disk from ClariSSA-Demo1 to ClariSSA-Disk.

OCTAMED V5 (AF62)



If you've tried to use the hard disk installation program on this disk you will have realised that it has a few bugs. To carry out the installation manually, first create a drawer on your hard disk called OctaMED. Insert your Coverdisk and double-click its icon. Copy the *OctaMED* program across by dragging the OctaMED.V5 icon and dropping it into your newly created drawer.

Also copy across the OctaMed.Guide, ReadMe files and *OctaMED*'s utilities drawer. Pull down Workbench's Window menu and switch on Show All Files. You can now see *OctaMED*'s libs drawer. Using Show All Files again, compare the contents of this drawer with the libs drawer of your hard disk's Workbench or boot partition. Drag across any libraries that you don't already have to your libs drawer, such as medplayer.library, octaplayer.library and so on.

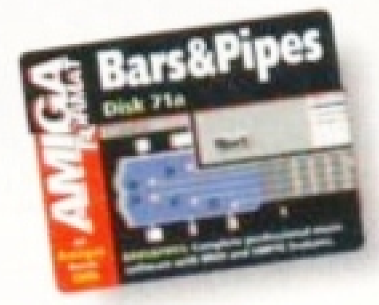
PIXEL 3D PRO (AF65)



Pixel 3D Pro is intended to be used in conjunction with a 3D rendering package, (such as the *Imagine* Coverdisk on *AF53*). The objects that it creates cannot be loaded into paint packages such as *DPaint*.

Pixel 3D Pro is a very memory-intensive program, and, is choosy about the type of memory it uses. It needs at least 1.7Mb of total memory, some of which must be Fast memory. The *AF66* Coverdisk contains a patch which fools *Pixel 3D Pro* into thinking that you have some Fast RAM even if you haven't. You can either get hold of a copy of *AF66* from Back Issues on page 133, or contact a PD library and ask for a program called *Half'n'Half* which will do the job.

BARS&PIPES (AF71)



Several readers have reported memory problems when trying to run *Bars&Pipes* or when trying to access the *Bars&Pipes* tool *AmigaPhone*. To increase the memory available to *B&P*, disable any Workbench utilities that you may have running in the background (such as virus checkers), disable any external disk drives and use your Workbench Preferences tools to change your Workbench screenmode to run in the lowest resolution with the least colours possible.

Bars&Pipes should now load without any problems. Once running, use *B&P*'s Preferences menus to switch on all of the memory savers. The *AmigaPhone* tool should now work.

When you try to load the song *Brandenburg Demo*, the Amiga asks you to Insert Volume Internal Sounds Kit 1. This is an instruments disk which couldn't be included with the Coverdisk version of *B&P*. To work around this, make a copy of your original AF71A Coverdisk then rename it Internal Sounds Kit 1. Insert this disk in the drive when prompted. *The Brandenburg Demo* will find some of the sounds that it needs in the instruments drawer on this disk, but not all.

Instruments whose sounds can't be loaded, (cello for example), can be fixed by clicking on the AmigaPhone icon at the end of their pipe and choosing a suitable replacement sample from the AF71A instruments drawer.

LIBS, FONTS AND ALL THAT

There are lots of files and commands associated with the normal operation of software. You may not see them until you try to install software:

LIBRARIES – These are compact routines which are compiled as a separate library. They contain commonly used routines so programmers can write new utilities without having to re-code all the basic routines all the time. Libraries should be located in the LIBS: drawer of your start-up disk.

FONTS – Amiga fonts come in many varieties, but the most common are bitmap fonts. The majority of programs use the system fonts, but some use their own. In this case, the font must be present in the FONTS: drawer of your start-up disk.

IN GENERAL

Not all of the Coverdisk programs are self-booting, some, like *Bars&Pipes* for instance, require you to load up Workbench before you can run them.

A large number of people regularly ruin their Coverdisks by decrunching the full Coverdisk programs and game demos over the top of the Coverdisks themselves instead of on to blank disks. Often, this happens when they accidentally insert the wrong disk during the Coverdisk decrunching process.

To guard against this happening, as soon as you remove the Coverdisks from your magazine you should write-protect them – slide open the little tab in the top right-hand corner of the disk. Only when this is done should you follow the instructions for making back-up copies of the Coverdisks and decrunching the Coverdisk programs to blank disks. Make sure you rename a back-up copy of a Coverdisk to the same name as the original before using it.

FAULTY COVERDISKS.

As a rule, a Coverdisk which is genuinely defective causes error messages such as Read Write or Checksum Error when it, (but not one of your own blank disks) is in the disk drive.

Not Enough Memory or Can't Open Such&such.library errors are almost always generated by something other than a damaged Coverdisk. Check that you've followed all of the instructions, and that the program is intended to work on your particular system. If the problem persists call the Coverdisk Helpline before you send the disk off to DisCopy Labs.

COVERDISK HELPLINE

The Coverdisk Helpline (0191 584 0682) is there to help you, but before you call please make sure you have the answers to the following questions:

- **Which version of Workbench are you using?**
- **Which model of Amiga do you own?**
- **What memory expansions do you have?**
- **How much memory do you have?**
- **If you are getting an error message, what *precisely* does it say?**

PC OWNERS

Often confused PC owners call the Coverdisk Helpline to complain about the *Amiga Format* Coverdisk programs not working on their HyDaeSung DX2 T (or whatever). They did buy the right magazine, though sadly they bought the wrong computer to go with it.

AF GUIDE TO BUYING MAIL ORDER

TEN STEPS TO SAFETY

When you're buying from any mail order company, it's worth following these *Amiga Format* guidelines:

1 Before you send any money for goods, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.

2 Always read the small print on advertisements.

3 Beware companies that do not include their address on their adverts. Avoid companies which do not answer or return your calls.

4 By far the best method of payment is by credit card. If ordering goods of more than £100 in total value, you are legally entitled to claim compensation from some credit companies if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance.

5 If you're not paying by credit card, pay by cheque. Never send cash, and avoid using postal orders.

6 Keep records. If you are buying by credit card, keep a note of the time of the order and ask for an order number. When ordering anything over the telephone, always double-check the price.

7 If you are sending a cheque, keep a note of the cheque number, the date and the exact value. Make sure you know the exact name of the mail order company.

8 When you receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.

9 Always order from the most recent issue of *Amiga Format*.

10 If a problem arises, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved without taking the matter further. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the phone book.

ADVERTISERS' INDEX

AMIGA FORMAT PRESENTS

Instant relief!

Next month all your questions will be answered. We get hundreds of letters to Workbench every month, so we'll be addressing some of the more persistent problems in excruciating detail. So, if you're having a problem with your printer, modem, monitor or even commercial software, you're almost bound to find an answer in our troubleshooting guide. Even if fortune has smiled on you and you have no problems, you're certain to find some useful Amiga advice in our bumper section of tips and tutorials.

Escom speak

Plus, we bring you the latest news from Escom and their plans for the Amiga. Don't miss it.

Issue 74

On sale Thursday, July 6

AMIGA FORMAT FORUM

Dale Bradford is your host for the page that gets the industry talking.



Air your views and share your thoughts on the topical subjects of the day – and win an *AF* sweatshirt.

Could I start this month's Forum with a little request? While we appreciate your long, considered replies, could you perhaps spend a little less time considering them? The reason I say this is because there is nothing more frustrating than reading a well-argued missive which has arrived too late and is therefore answering a question we dealt with in the previous month's magazine. Please, keep sending in your replies, but a little quicker.

All respondents selected for inclusion in Format Forum receive a shockingly smart *AF* sweatshirt, and the satisfaction of knowing that their comments will get seen by the whole Amiga community – what better incentive could there be? Last time we asked you:

What has been the most important Amiga software release ever? And why?

Surprisingly, perhaps, there was very little agreement on this. Many disparate packages received votes, but their sponsors neglected to say why. Of the ones who did justify their answers, the following were among the best:

"*Sensible World Of Soccer*, because it proved that despite there being no Amigas on sale, Amiga owners still bought software in huge numbers," said G Hunter of Doncaster. Sadly that argument appears to cut no ice with the producers of the title in question, but perhaps with the Amiga's future finally sorted, Sensible may yet change their minds about pulling out of the Amiga market. We can but hope.

D Johnston of Blackburn reckons the most important game is *Jungle Strike*. He argues, rather ambiguously, that: "To sit down and take full control of my chopper gives me a great deal of pleasure." Excuse me? Mr Johnston reckons that the most important application is *Wordworth* because: "Digita have upgraded and de-bugged this brilliant word processor, and have started to build on this stable foundation with *Datastore* and *Organiser*."

Rebecca Stacey of Balby nominates *Rainbow Islands*: "OK, so it may be a little bit old, but what else got thousands of Amiga owners jumping to try their luck at an original coin-op?"

"*Civilization*," claims Gerald Willis of Norwich: "It demonstrates that you don't need a mega PC to play one of the most involving games ever. In some ways the Amiga version is better than the PC one."

Fraser Welsh, who, confusingly, comes from Ross-shire in Scotland, suggests *Deluxe Paint*: "Who can forget that marvellous picture of King Tut's mask beaming out at them from Dixon's window? Who can forget asking the man in the shop what computer it was on, while rifling through their wallet? It was probably this release which funded the now excellent Electronic Arts all those years ago. Now I am older, and wearing long trousers, but I can still marvel at the..." Yes, yes, we get the picture.

"King Tut's mask"

B Everiss, who sadly did not include his address ends this Forum on a thought-provoking note: "In the worlds of novel and cinema, it is recognised that there are only a small number of plots in the universe. Each new book or film takes one of these plots and interprets it in a different way.

"So it is in computer games. Every new title has been seen before in many

"Civilization, DPaint, SWOS, Lemmings..."

different guises, it is merely the execution that is new. The Amiga unleashed new levels of sound, graphics and computer power on to the home market. Software titles utilised these capabilities in some amazing packages, but they were all just re-formulations of what had gone before.

"Until *Lemmings*. DMA Design created a totally new concept. In computer games this is less common than rocking horse manure. Not only was the concept of

"In games this is less common than rocking horse manure"

Lemmings completely new, but also the execution was exemplary, displaying the Amiga's capabilities well."

Phew! Who can argue with that? Sincere thanks to everyone who took part.

For next month, can I ask *AF* readers to consider the following question:

If the Amiga was a famous person, who would it be? And why?

Please, keep your replies fairly short and get them to us quickly. The best answers will be printed in a future edition of Format Forum, and will win their authors an *AF* sweatshirt. Please send your answers to, Format Forum, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. Or you can fax us on 01225 318740

See you next month.

How to contact us

The best way to get an answer from *Amiga Format* is to make sure you're addressing your letter to the right person (or, indeed, department)...

- We get hundreds of letters and faxes a day, so we can't reply in person.
- *Amiga Format* is available for enquiries by telephone every Tuesday between 10.30am and 5pm. Please make sure your call is really necessary.
- Our advertising complaints department can help with problems with companies who advertise in *AF* if you phone during normal office hours. Ask for Sophie Collins. E-mail: mops@futurenet.co.uk.

WORKBENCH: If you have any problems with the technical side of your Amiga, we'll answer you in the mag. If you have advice or tips for other readers, send them in and you could win a prize.
Workbench, *Amiga Format*,
30 Monmouth Street, Bath BA1 2BW.

GAMEBUSTERS: If you've found a cheat mode, mapped out the levels, or found all the passwords for the latest game, send the info to Steve Bradley and you could win a prize. Or, if you're stuck, ask Helping Hand for advice.
Stephen Bradley, GameBusters, *Amiga Format*,
30 Monmouth Street, Bath BA1 2BW.

READERS' LETTERS: The letters pages are there for you to air your views and share your opinions. Please remember not to ask questions that should be in Workbench!
Letters To The Editor, *Amiga Format*,
30 Monmouth St, Bath BA1 2BW.

COMPETITIONS: To enter a competition, write the answers and your name, address and phone number on the back of a postcard.
Whatever Competition, *Amiga Format*,
29 Monmouth St, Bath BA1 2DL.

SPECIAL OFFERS: If you've ordered something from the *AF* Mail Order and you've got a problem, call our Mail Order department on 01225 822511.
AF Mail Order, Future Publishing, FREEPOST (BS4900), Somerton, Somerset TA11 6BR.

SUBSCRIPTIONS: Send subs inquiries to:
AF Subscriptions, Future Publishing, FREEPOST (BS4900), Somerton, Somerset TA11 6BR.
subscriptions@futurenet.co.uk

FAULTY COVERDISKS: If your disk is faulty, DON'T return it to us, send it, enclosing an SAE, to:
Amiga Format (insert name of disk) Disk, DisCopy Labs, PO Box 21, Daventry NN11 5RT.

E-MAIL: You can send E-mail messages to *AF* at: amformat@futurenet.co.uk. Make sure you include the department in the subject line (Workbench, Letters etc). If you write *Info* in the subject line you will receive a list of all relevant departments.



Technosound Turbo 2

Use the complete version of this outstanding sound sampling software to create and edit your own Amiga sound effects.



Sensible Golf



Can you knock a three iron 200 yards to the pin? Find out in Sensible Software's follow-up to *SWOS*. Play our five exclusive holes at the glorious Bath Waters course.



Virocop

Andy Braybrook is back with a new shoot-em-up, a robot called DAVE and spacehoppers.

Dream Machine

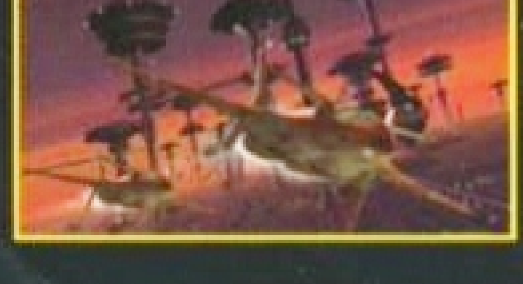
We dust down the office crystal ball and, through the swirling mists of time, we can see the next-generation Amiga. Has it got a hard drive, and CD-ROM, are those really HD disk drives? We reveal all.

Painting The Town

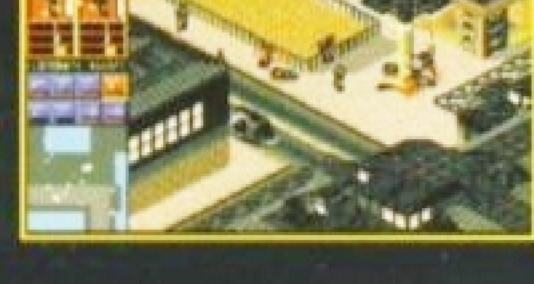
TVPaint 3 hopes to build on its excellent reputation.



CD-ROM

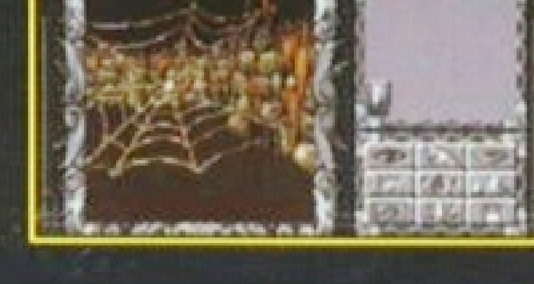


Syndicate CD32



Future PUBLISHING

Ambermoon



TVPaint 3

